UNDERTALE™

art book

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UNDERTALE™ is a video game designed by Toby Fox. The game, as well as most of this book's illustrations and commentary, are © 2013 - 2016 Toby Fox except where noted.

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Every video game has concept art...

UNDERTALE is no exception...

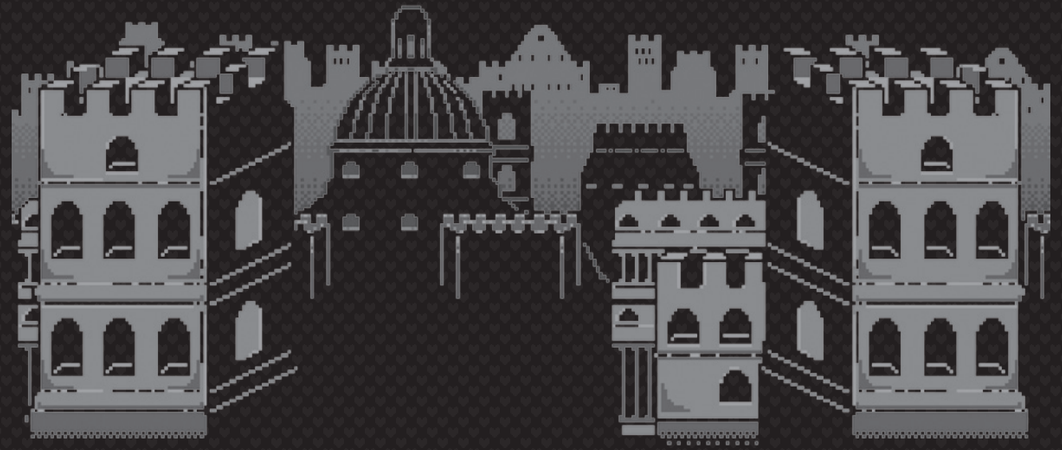
I guess the difference here is that I'm not an artist LOL

Hope you enjoy this glimpse into the world of UNDERTALE anyway!

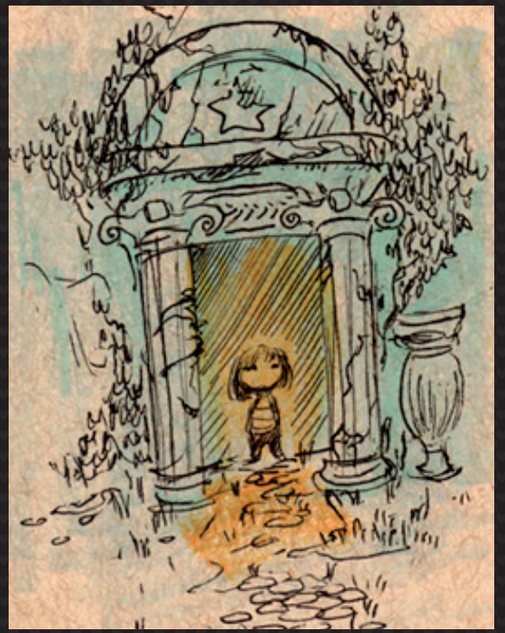
—TOBY

"Enjoy the art!!! I hope the things I made printed OK b/c I had no idea what cmyk was when I was drawing the stuff"

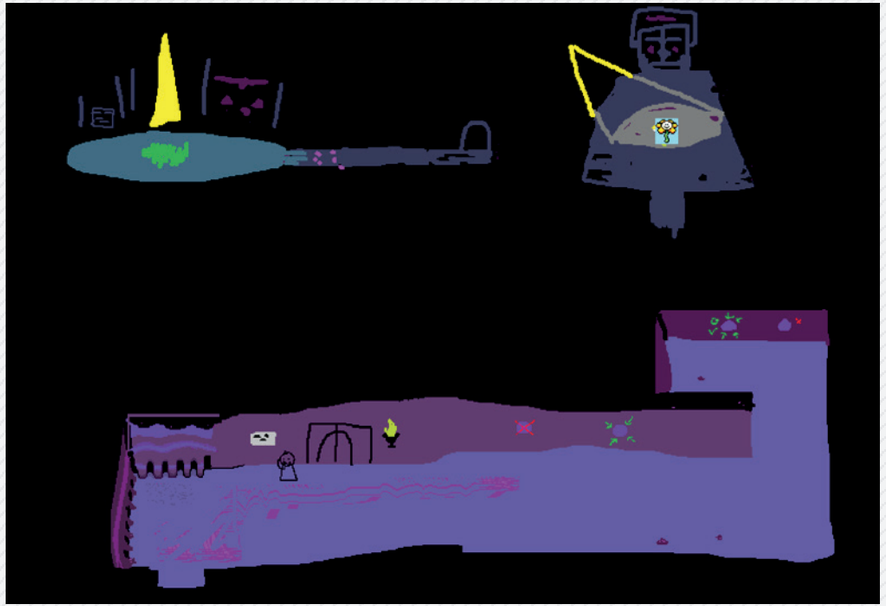
-Temmie



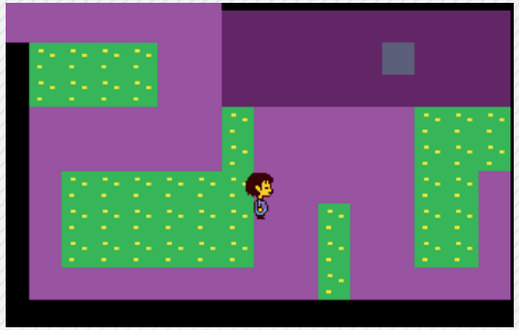
Areas



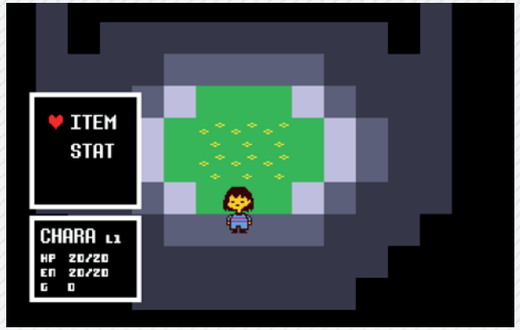
Ruins



map1.png
Toby Fox
Original sketches for the layout of the RUINS. A few people have picked up on this, but the RUINS - and the idea of being trapped in an underground world, as a whole - were inspired by Brandish (SNES).



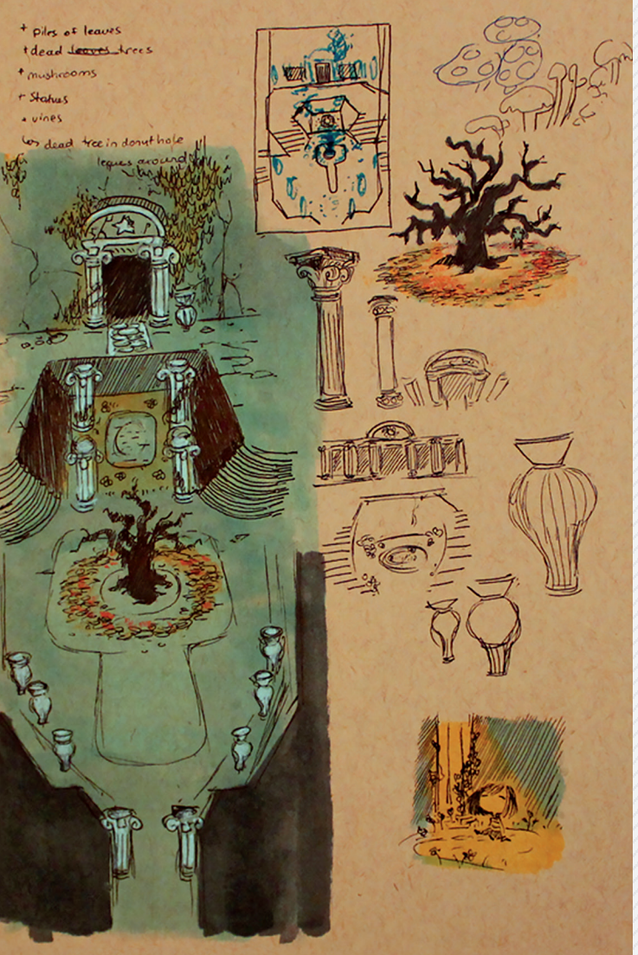
GAMETEST4_1.png
Toby Fox
When I first started working on the game, I used colored squares as placeholder graphics. I actually finished the entire DEMO before I started replacing them...



GAMETEST4_0.png
Toby Fox
EN was going to be like “MP,” (for spells) but I never used it.

itshappening.png
Toby Fox
This was one of the first working rooms in the game. I was pretty proud of it, at the time...

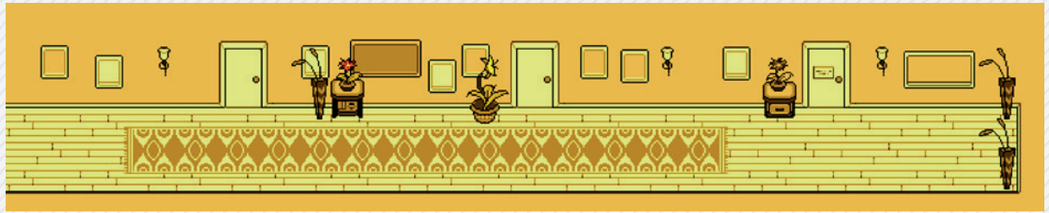
roommerrigo.png
merrigo
It took a few tries to get a tileset that felt like it fit. Here’s an early attempt by merrigo.

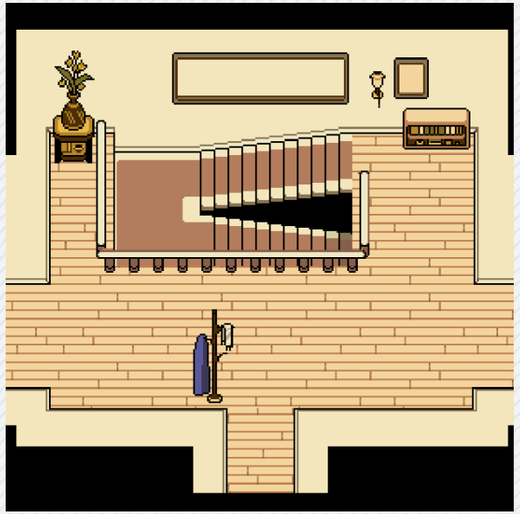


left
RuinsMap1.jpg
Temmie Chang
Temmie's concept art for the first room of the RUINS.

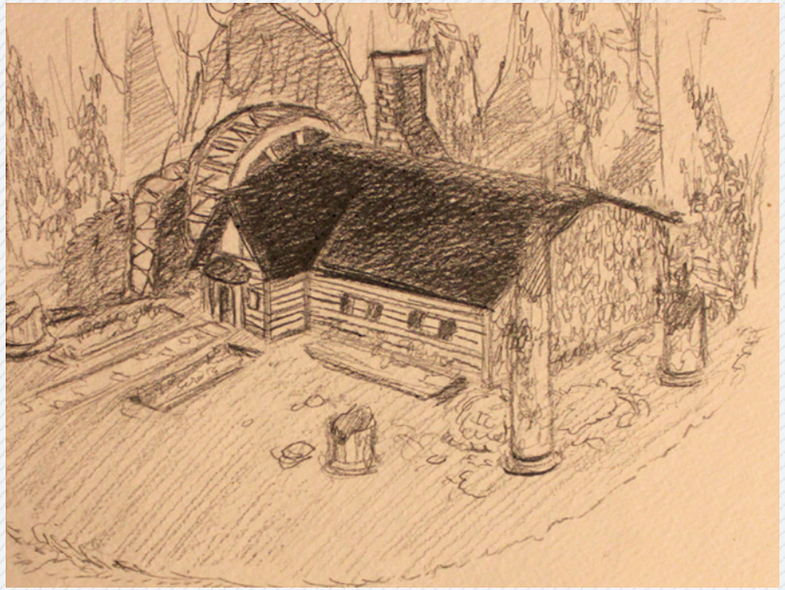
From the moment I saw this, I knew working with her was going to be great.

opposite page, top
hallway.png
Temmie Chang
Temmie put a lot of empty... frames? On the walls at first. Always wanted to put something in the frames (artwork? maps?), but never did.

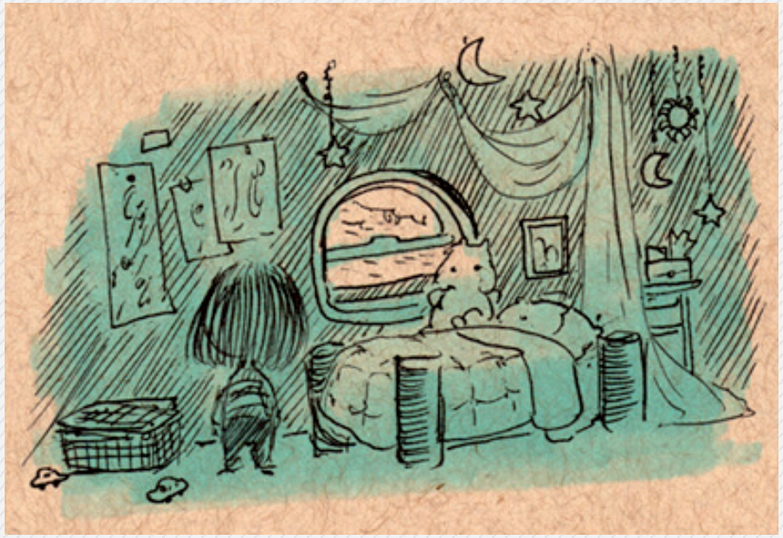




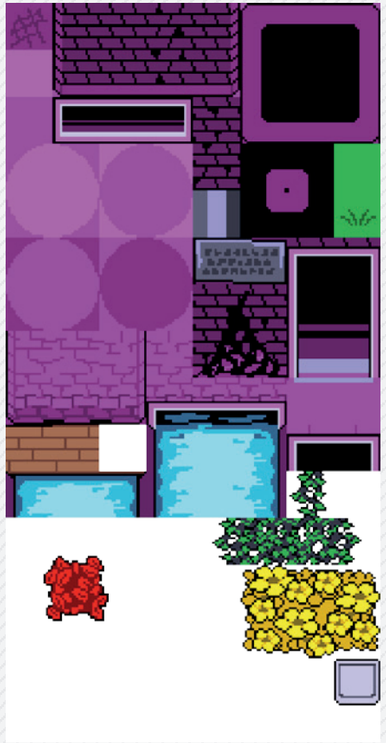
left
entryway.png
Temmie Chang
The large frame over the staircase was going to have a map of the underground on it.



hous and mil.jpg
Temmie Chang
Toriel's house was supposed to look like a house, but no one drew it. So I just went with default tiles. She was going to have a water wheel to explain where her house got electricity. It was also why I included the water earlier in the RUINS.



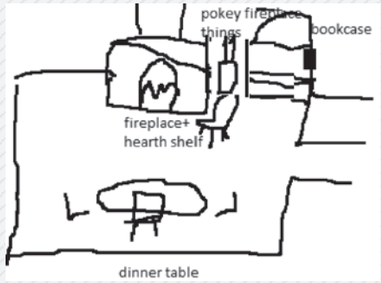
rething2.jpg
Temmie Chang
Asriel's room sketch. At the time, I thought he might have an interest in the outside world, so I suggested giving him an astronomy-themed mobile.

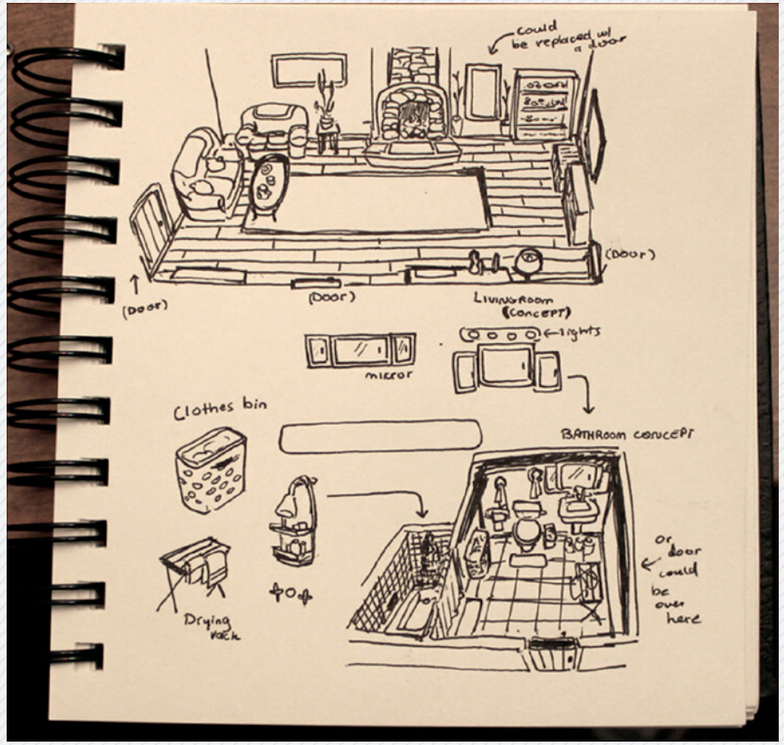


left
ruinstile_easynam1.png
easynam
Ruins tiles by easynam.

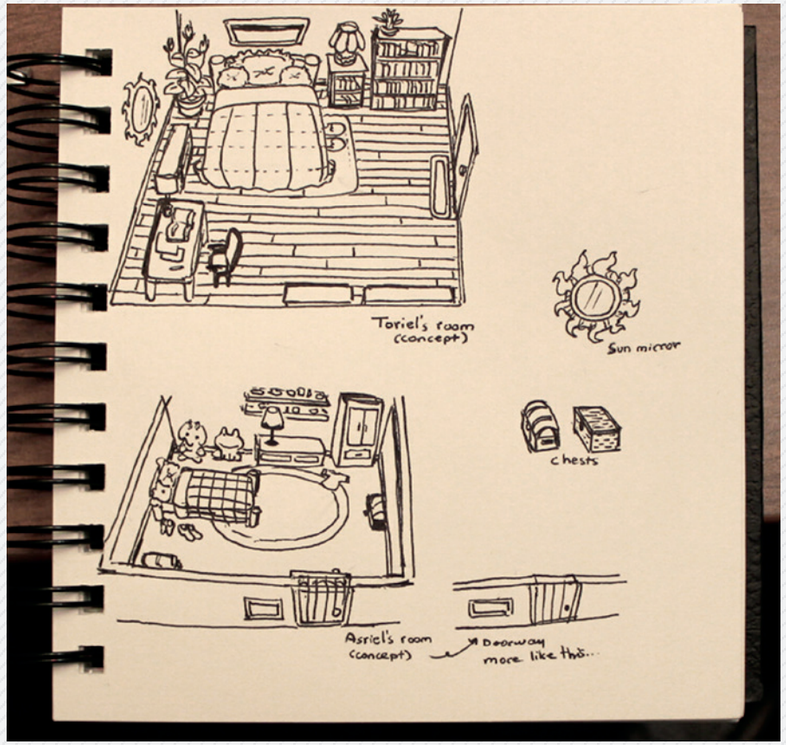
right, top
objects_misc.png
Temmie Chang
Unused or changed objects.

right, bottom
mapo.png
Toby Fox
This is the kind of stuff Temmie had to work with.

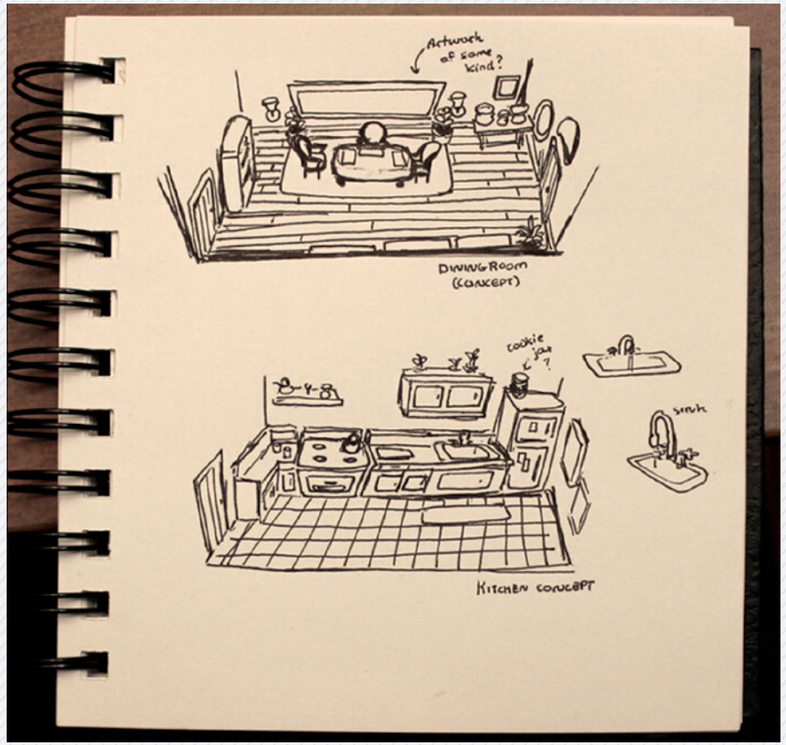




Livingroom and Kitchen.jpg
Temmie Chang
Toriel house concept. She originally had a bathroom. Ridiculous.



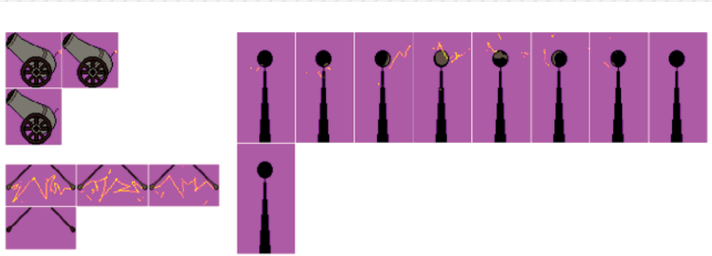
Toriel Room Asriel Room.jpg
Temmie Chang



Dining Room and Kitchen.jpg
Temmie Chang
The dining room was its own room...? I don't even remember this.

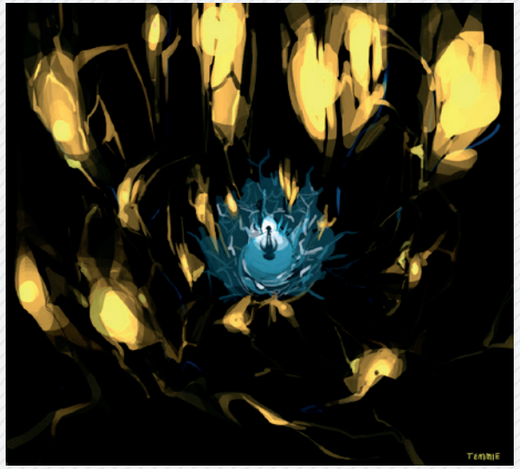
Snowdin

fores.png
Temmie Chang
Temmie's illustration of Sans's appearance.



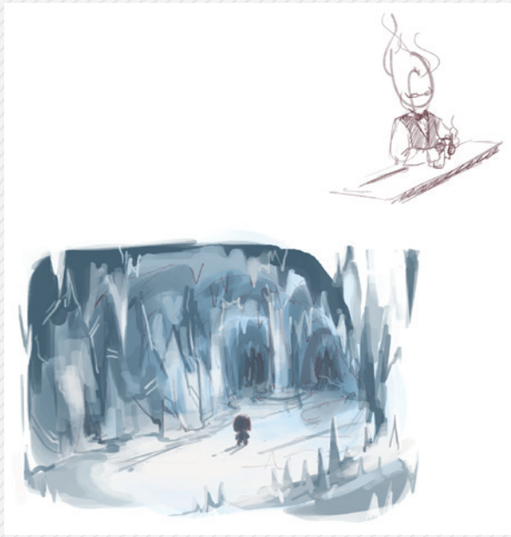
bridge_obj.png
Temmie Chang
More traps for the bridge.

other other thing
rescan.jpg
Temmie Chang

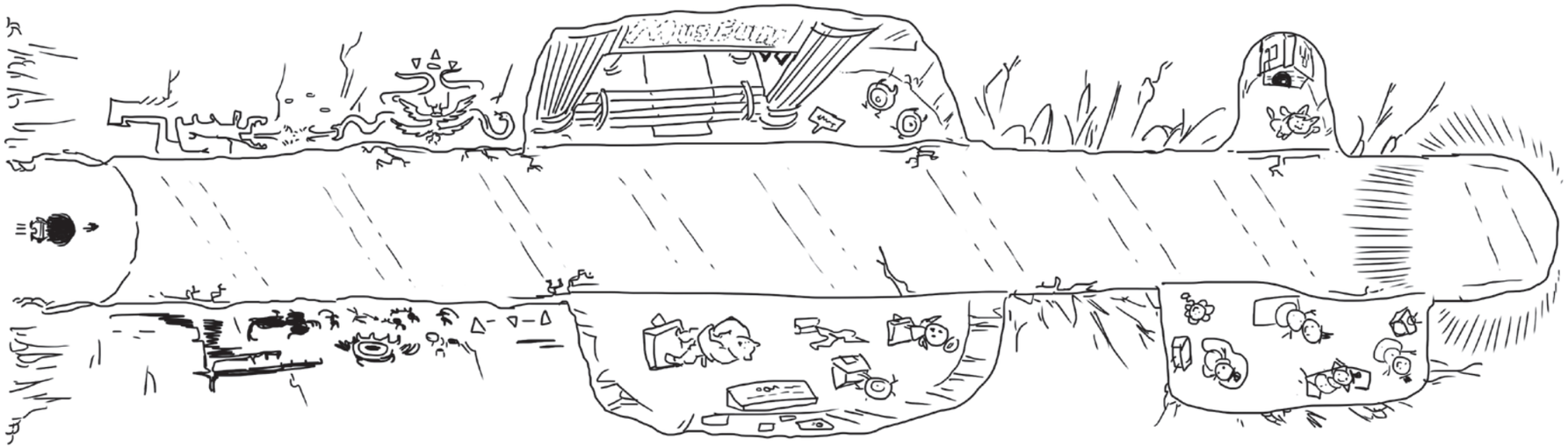


FIREFLYESITHINK.png
Temmie Chang
Halfway through Snowdin, I originally planned to have a cave of ice full of fireflies, whose lights would dance off of the walls of the cave...

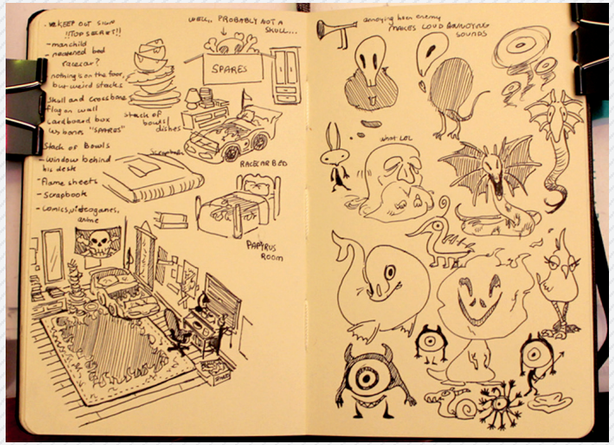
But, I couldn't figure out how to do it, or how it would fit in with Papyrus and Sans's japes.



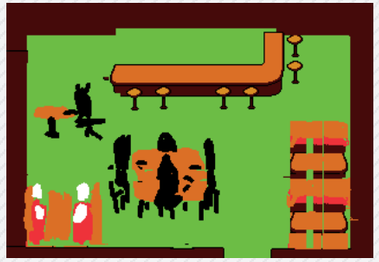
ICE CAVE.png
Temmie Chang



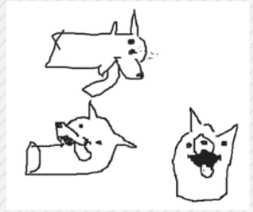
ICE CAVE CONCEP.png
Temmie Chang
OK, you know that part after the last XOXO puzzle where you slide behind a bunch of trees and emerge on the other side? The original plan for that was that you were going to slide into a cave and emerge in this strange place full of all these funny and interesting visuals. But Temmie said it was probably an inordinate amount of effort for extremely little gain, so we never did it...



thing 1.jpg
Temmie Chang
Really early concept art of Papyrus's room. Also some monsters. Temmie designed Loox and vegetoid's face on the right page.



grillby2.png
Toby Fox

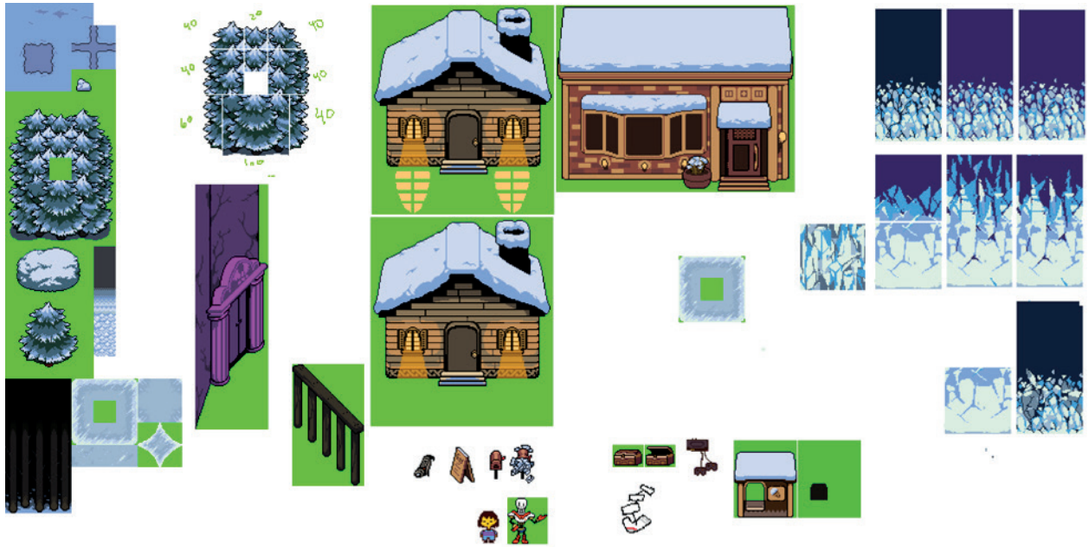


moredogs.png
Toby Fox
Well!? Aren't you happy you read this!?

left
TOWN MAP.png
Temmie Chang
I originally envisioned Snowdin as a sprawling town, the kind where the camera could scroll in all 4 directions...

However, I couldn't think of that many houses, or how to direct the player to Papyrus, so I ended up making it a line like everything else.

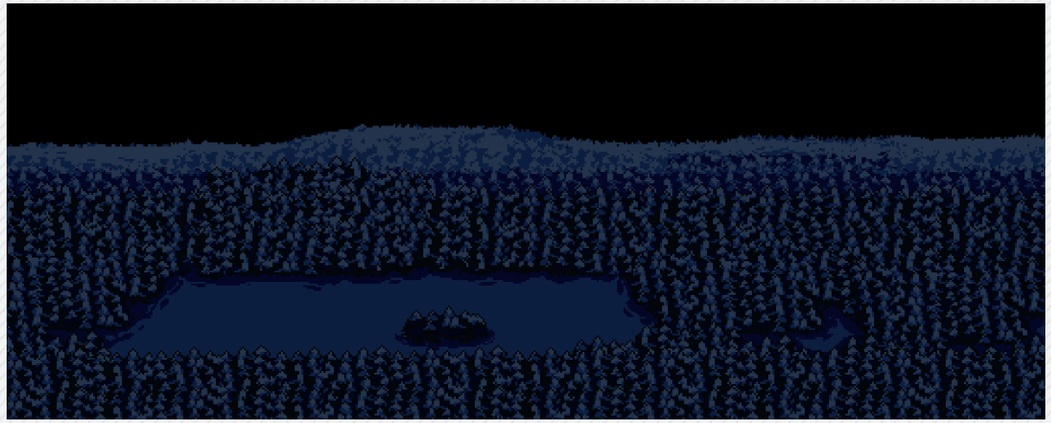
below
town 2.png
Temmie Chang
Closer to the actual version but I ended up not having any houses on the bottom.

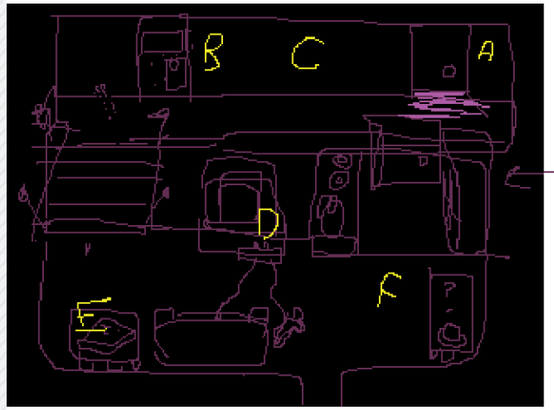


above
snowdin_obj.png
Temmie Chang
Grillby's originally had a sign outside it. Or, well I just forgot to implement it.

opposite page
tundra_bg.png
Merrigo
Technically this is in the game, but isn't it nice to see Merrigo's gorgeous parallax background without flames and dogs in the way?

left
spr_shop1_bg.png
Temmie Chang
Likewise, here's Temmie's BG for the first shop.



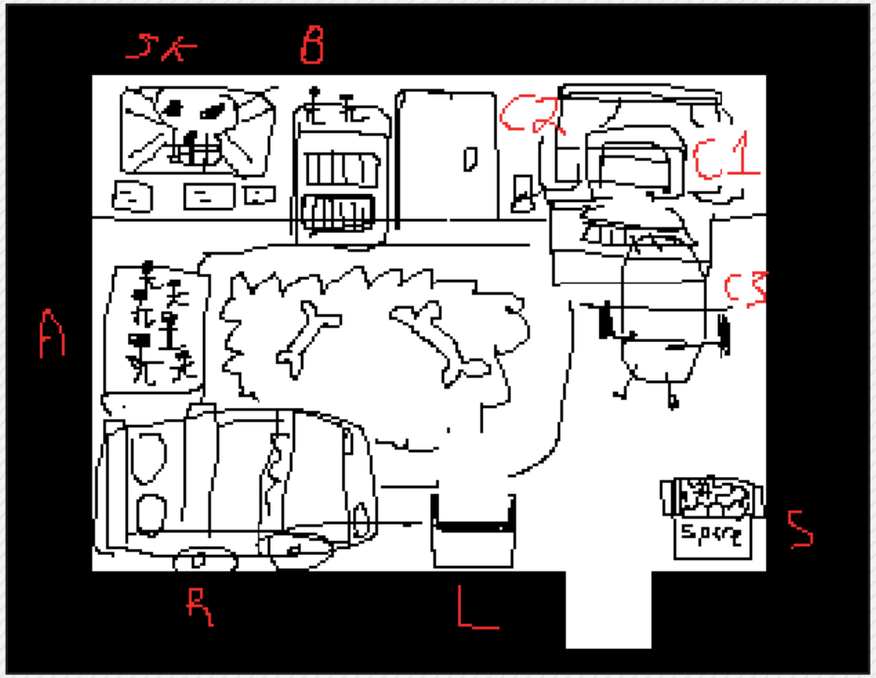


a - sans room, weird colors shine underneath all day

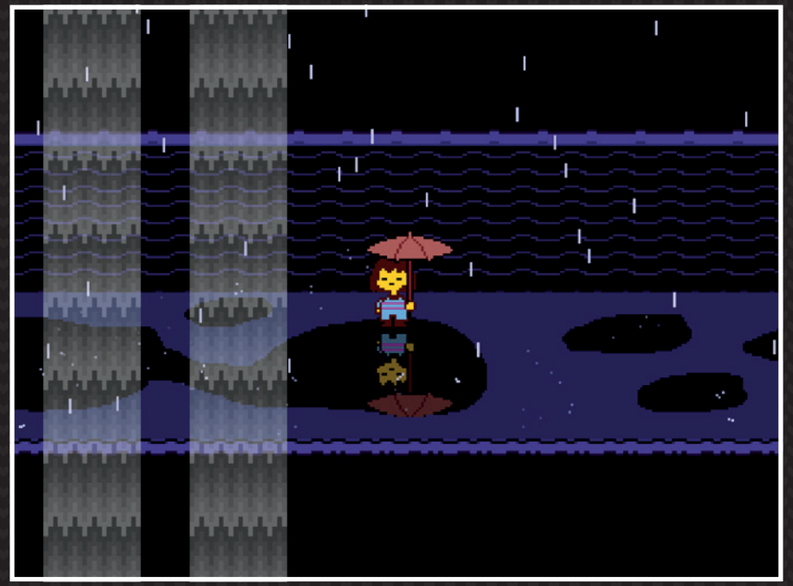
kitchen area, upper layer fades out when inside

b - papyrus room... NO Girls Allowed. NO Boys allowed. NO small white and annoying dogs

paproom.png
Toby Fox



papyrusroom.png
Toby Fox

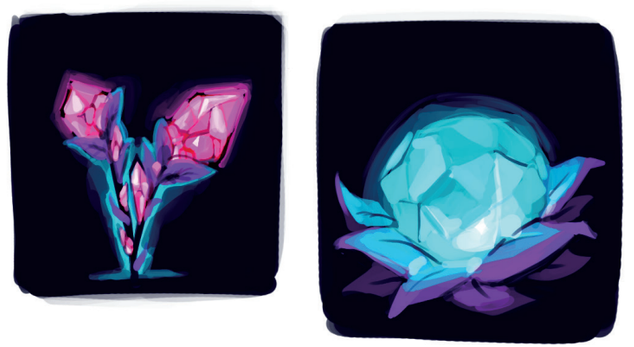


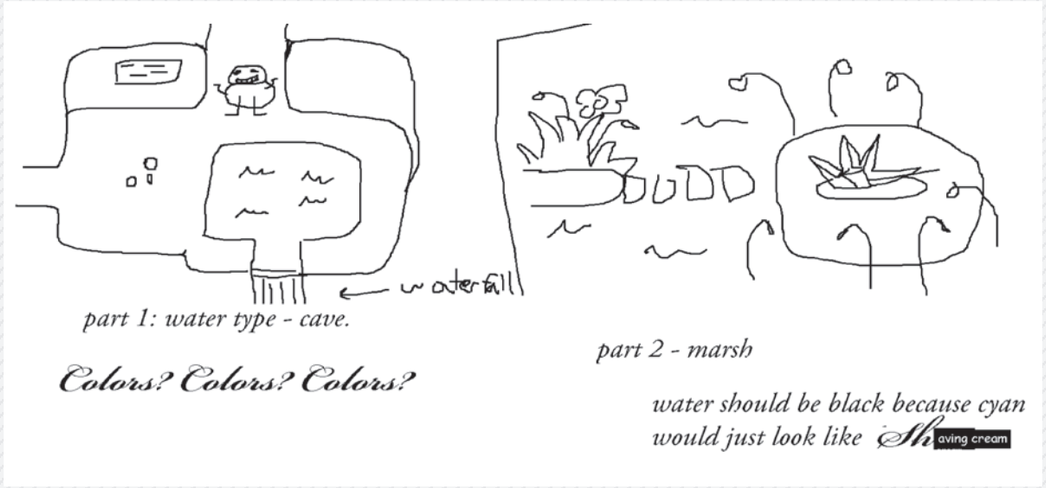
Waterfall

previous page and right
Water Area sketch.png
Temmie Chang
I told Temmie that I wanted it to be a black marsh with glowing blue water.

opposite page, top
waterare2.png
Toby Fox

opposite page, bottom
waterareadeasign.png
Toby Fox
Figuring it out.

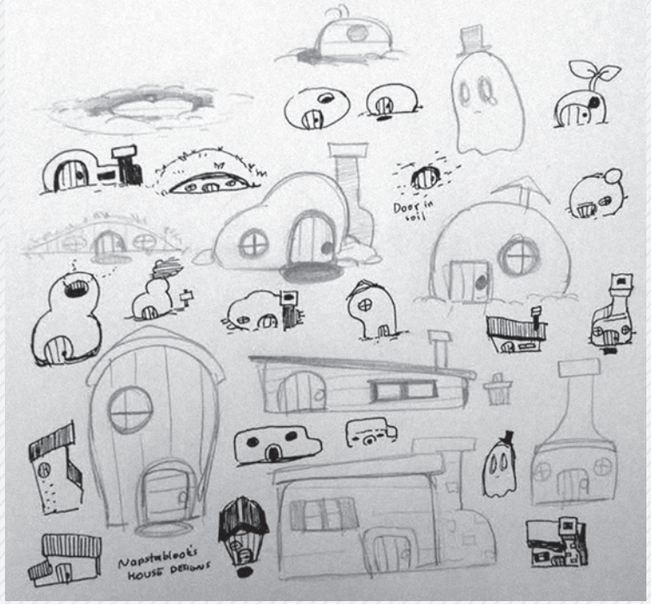



waterfall
part 1: water type - cave.
part 2 - marsh
Colors? Colors? Colors?
water should be black because cyan
would just look like Shaving cream

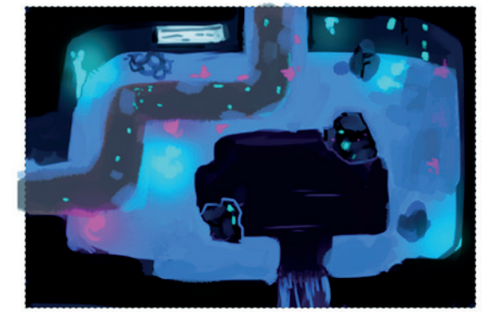
MARSH.png
Temmie Chang

cousinroom.png
Gigi D.G.
Gigi's sketch of the cousin's room. Added kind of late in development.

Gigi's comment: "...i just think it's really cute. like him."
-Gigi



napstahouse.png
Temmie Chang
Temmie's Napsta houses. You know, the inside of Napstablook's house probably should have been different than the inside of Papyrus's garage, but I never got around to changing it...



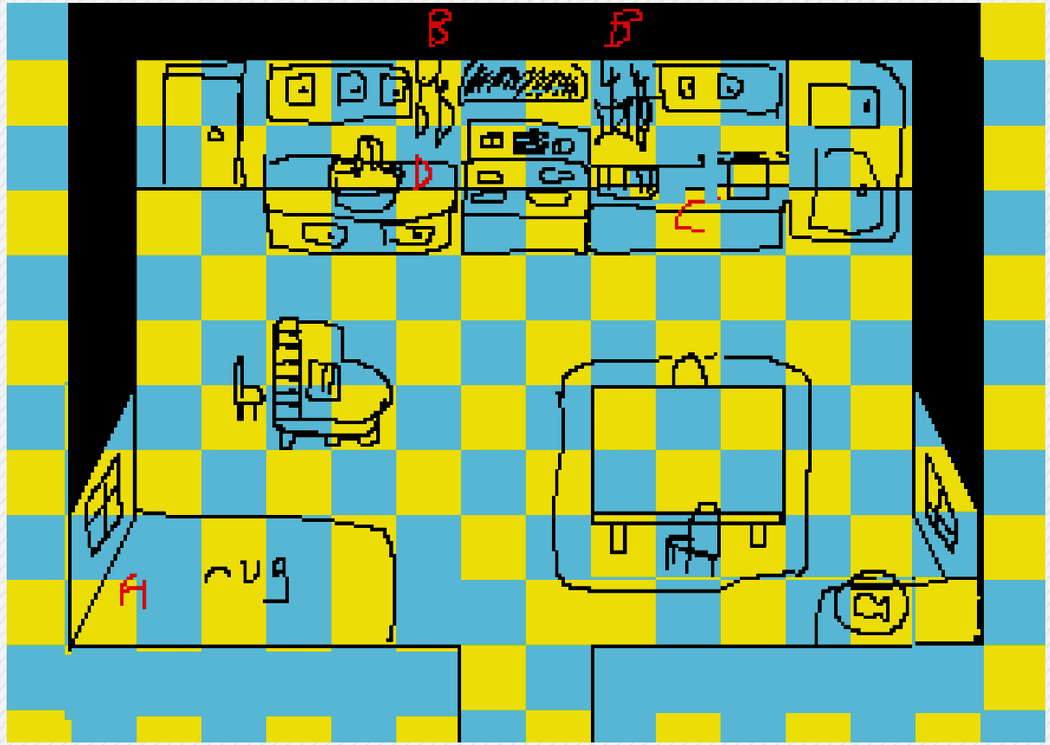
Screen Shot 2013-12-03 at 11.06.47 PM.png
Temmie Chang

fishhouse2.png
Gigi D.G.
Gigi's original designs for the fish house. My only instructions were "make it look funny when it catches on fire."

I like them all, but the vertical ones wouldn't fit on screen.

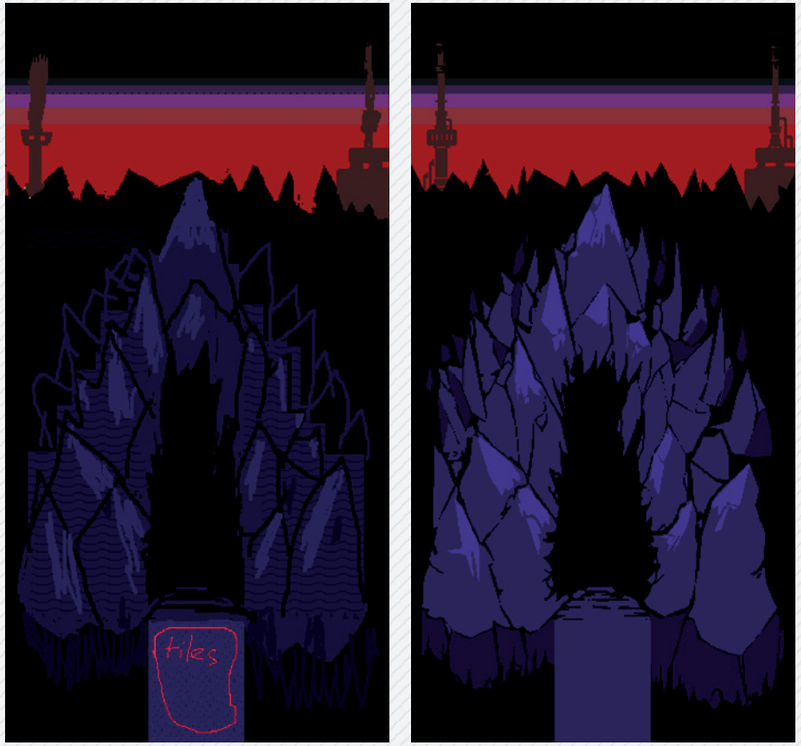
above
fishhouse2.png
Gigi D.G.
Gigi's sketch of the final fish house. She notes drak fixed the tail when he sprited it. Oh yeah! Drak sprited that! As well as the inside of Napstablook's cousin's house, and the walk to the core. Let's not forget this.

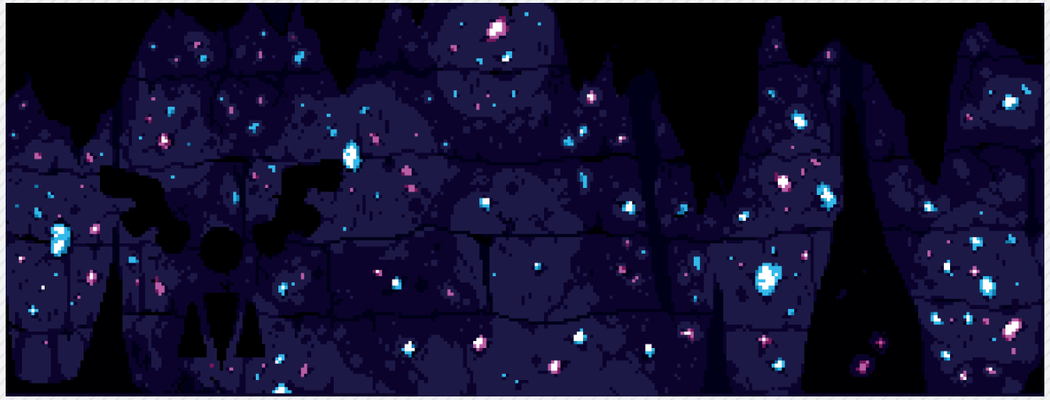
opposite page
undynehouse.png
Toby Fox
Undyne's house layout sketch. I figured she might have a pet fish. Too weird though. It'd be like a bunny walking a bunny.



left
crag_mockup.png
Toby Fox

right
merrigo_crag.png
Merrigo
Merrigo's improved version of Undyne's crag.

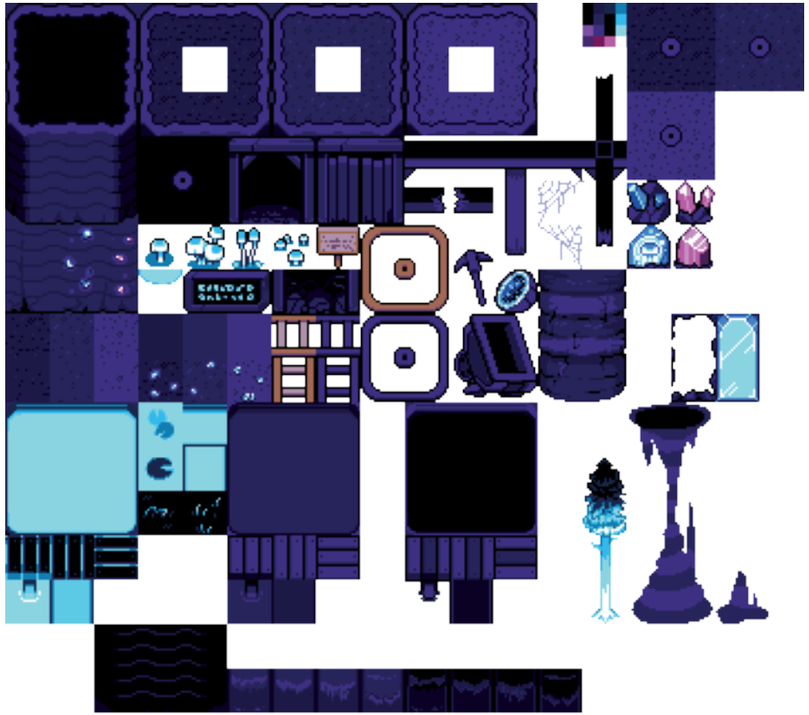




above
spr_shop2_bg.png
Temmie Chang

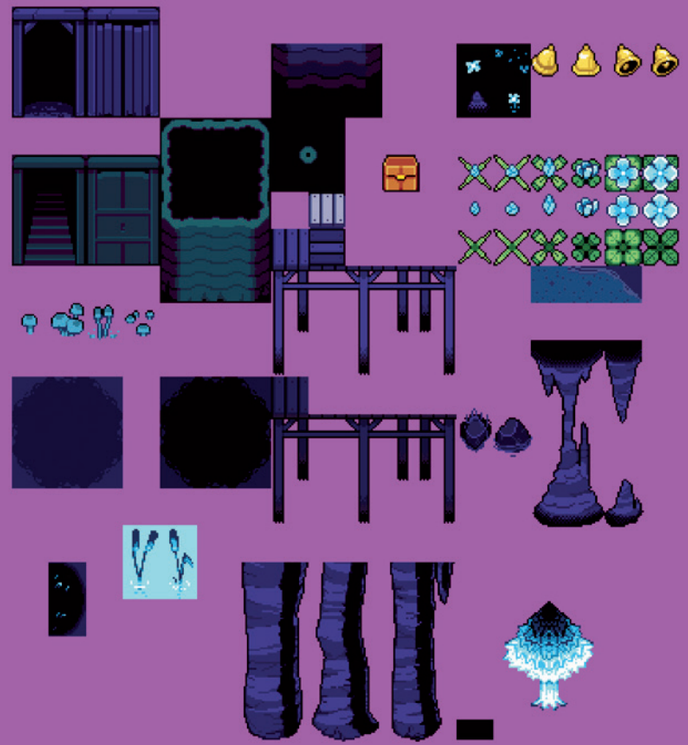
left
bgidea.png
Toby Fox

right
waterfall_obj.png
Toby Fox



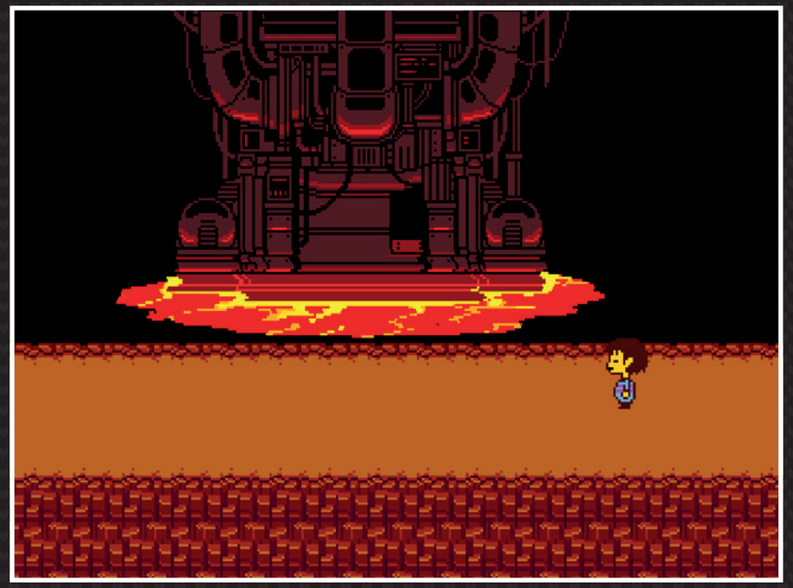
left
watertiles_kenj.png
Kenju
Kenju tends to go above and beyond with his tilework, so he ended up making a lot of cool things (eye crystals, geodes) I regrettably didn't end up using.

opposite page
undertale_ cavesExtra.png
Kenju
More tiles done by Kenju. I got these near the end of development and didn't have time to implement them.

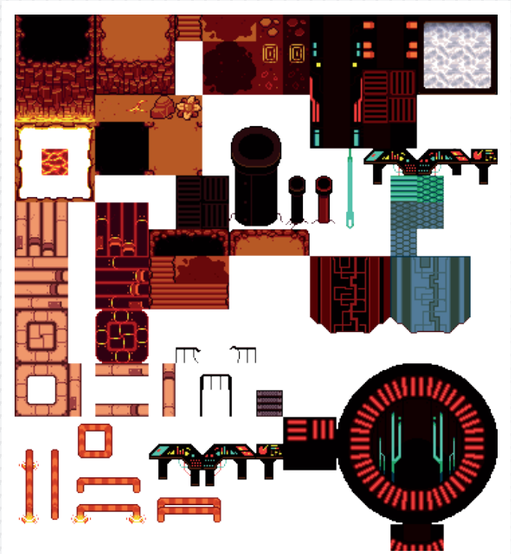


"When I started making this I only really knew that it was a cave-like area, so I tried making assets that would fit in an abandoned mine, with mine tracks and decrepit support beams and whatnot. Turns out it was anything but abandoned! I also made up some random unique assets on a whim that could be used as landmarks or something, such as the geode, crystal mirror, and a crystal-encased mushroom. (Though turns out there would already be a piece of cheese encased in crystal around the area)

I can't take much credit for the glowing marsh area though, Temmie made some jaw dropping concept art of that and it's one of my favorite pieces of art from the game!" - Kenju



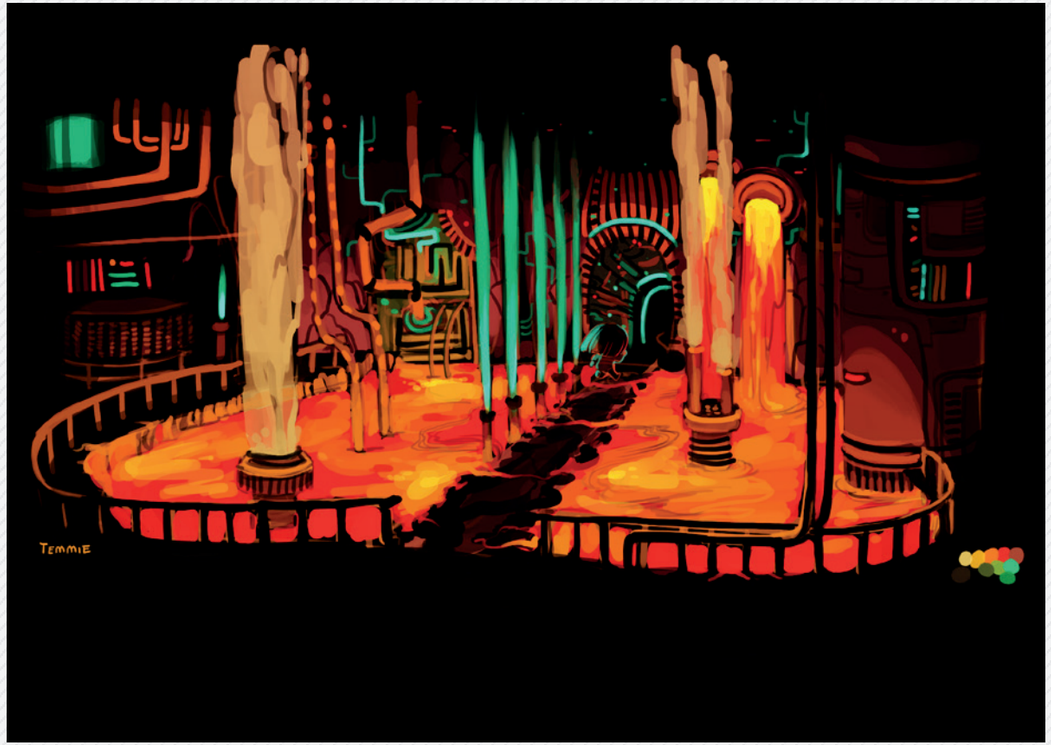
Hotland, Core, Castle, & Outside

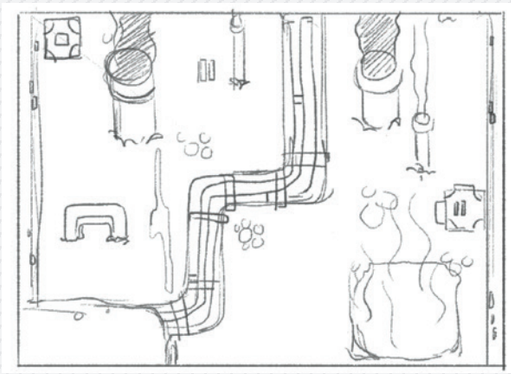


left
kenj_firetiles.png
Kenju
“Being only given some concept art and no context of what kind of adventures would happen in this place made it interesting guessing what kind of extra tiles would be needed aside from the basic ones. Lava pipes, catwalks, technical gizmos and some kind of boiling water bath...

With such an ominous industrial look combined with jets of fire and spewing around the place I did not expect it’d be the location of a cooking show...” - Kenju

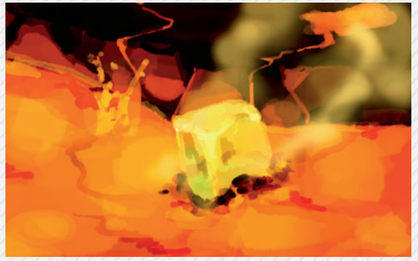
right
core_top_sketch.gif
Merrigo
The Core was going to have a different BG on the 2nd floor, but I ended up not implementing it.



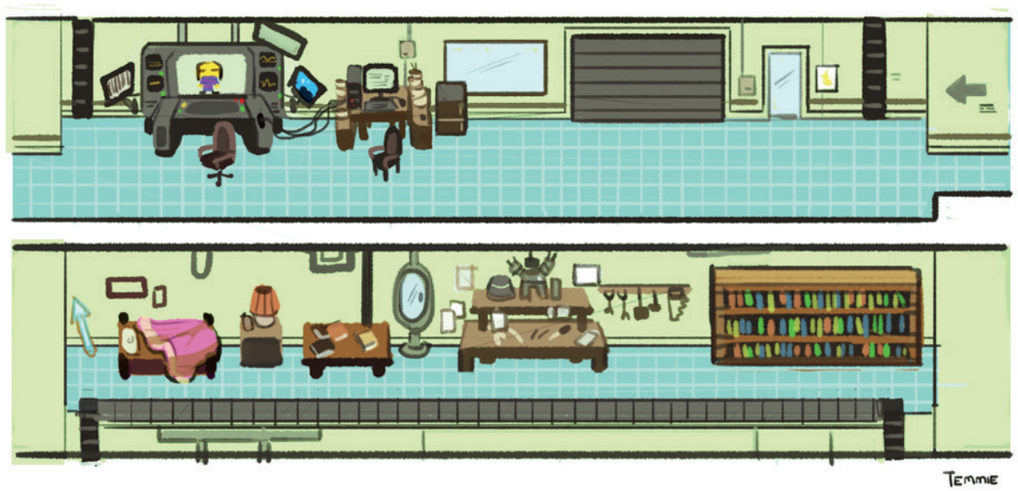


above
fire.png
Temmie Chang
Temmie's concept art for the fire tileset, which Kenj used as a basis for his spritework.

opposite page
FireAREA_Color_sketch.png
Temmie Chang
Ah... this has been my desktop background for over a year now.



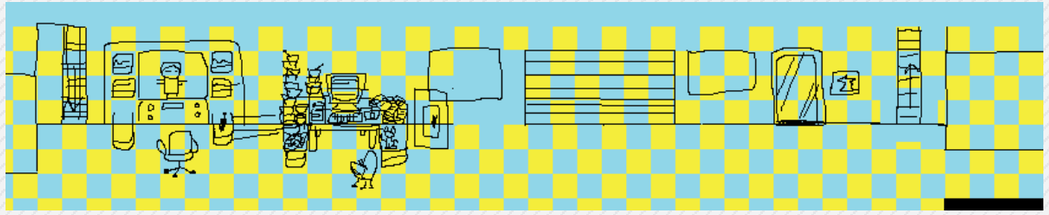
ICE HITS LAVA.png
Temmie Chang
I have no idea why this is here.



opposite page
Alphys Lab Colors_ concept.png
Temmie Chang
By the time we reached Waterfall, Temmie was too busy with school to really do anything. So instead of spriting, I got her to sketch things and told her I would sprite over them instead. I'm not that good at spriting though. I couldn't even draw the bed...

right
mettposter.png
Gigi D.G.

below
labsketch_1.png
Toby Fox
Original outline of Alphys lab.



mewmewposter1.png
Toby Fox
I put this in the game
so Gigi would see it
when she tested it

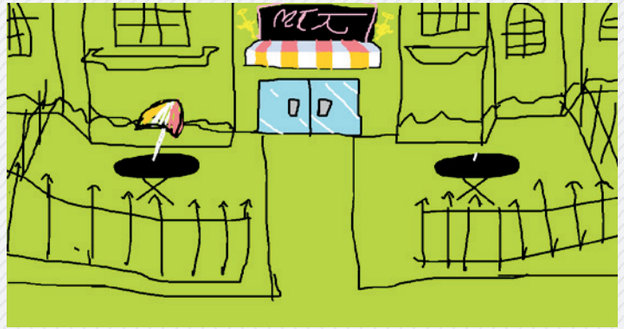
mewmew_poster1.png
Gigi D.G.
Fortunately, it was
replaced with this.

mewmewposter2.png
Toby Fox

mewmew_poster2.png
Gigi D.G.

mtt_news.png
Toby Fox
I don't even know why I try

operaBG(1).gif
Toby Fox



above
mttresortoutsidlooseskетch.png
Toby Fox
It took a while to figure out how I wanted the resort to look.

opposite page
mtt_lodge.png
Clairvoire
I commissioned Clair to do a few pieces of spritework for UNDERTALE during the fourth area.

He's responsible for fan favorite sprites such as Mettaton's Game Show sign, Mettaton's hands in-battle, Mettaton's Disco Ball, Undyne charging and diving with her spear, Mad Dummy's splash, and the bag of dog food that judges you for your sins.

As well as a few others!

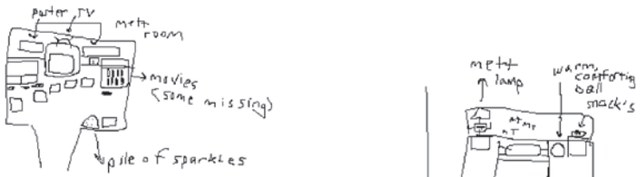
above
mtresortlobby.png
Toby Fox
There were going to be pillars to make it feel more high-class, but they obscured too much of the screen.

mtresort_2.png
Toby Fox
Attention. This is an extremely important comment I added to the PDF edition of the book.

In your hotel room, there was originally going to be a white, fluffy, comforting ball, and a bowl of snacks.

When you slept, the ball would slowly uncurl into the Annoying Dog. The dog would walk over to the snacks. The dog would eat all of them. Then the dog would leave.

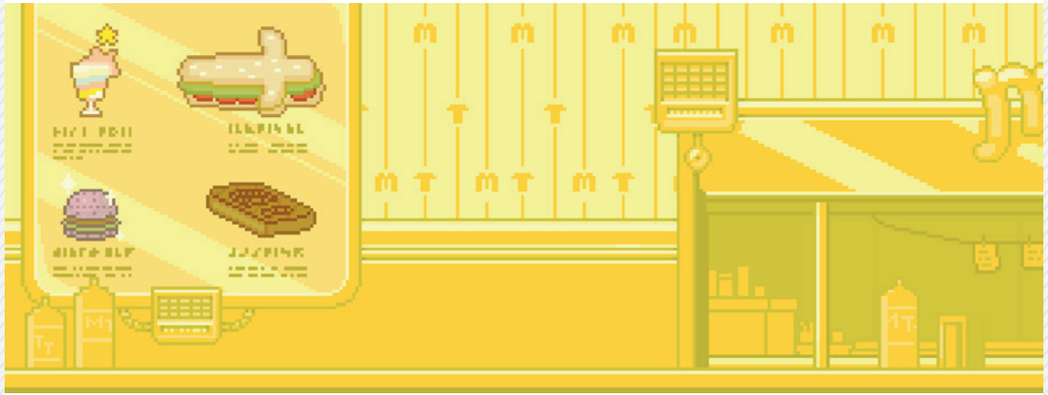
OK, you can resume not paying attention.



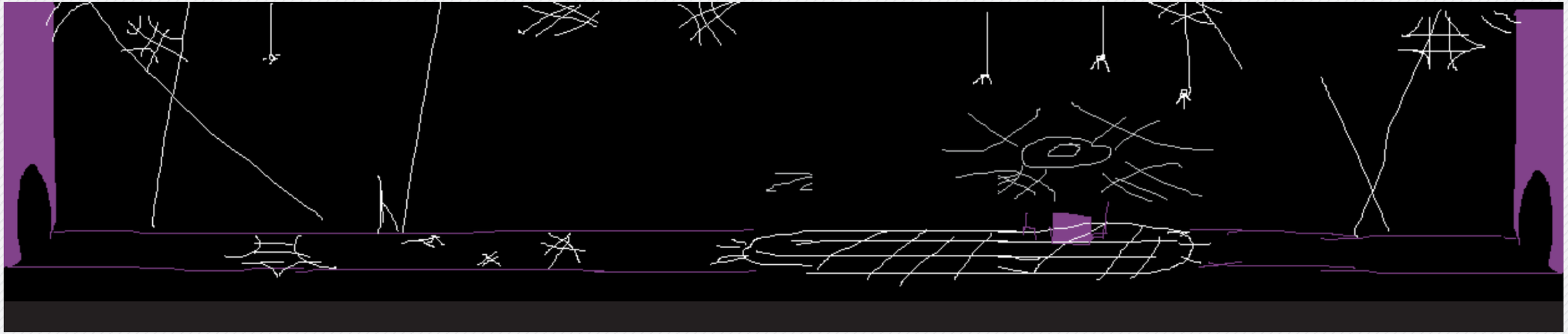
3 hotel text's

- shrink restaurant area a lot.

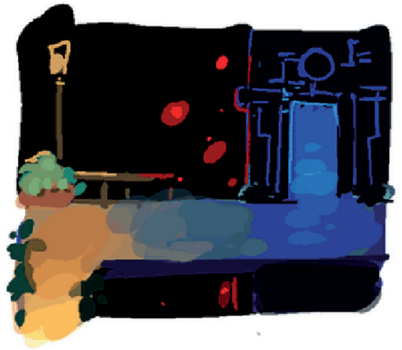
NPC's there:
- works on the core
- oh? you need a reservation
- wall of fame (just mettaton)
+ comedian

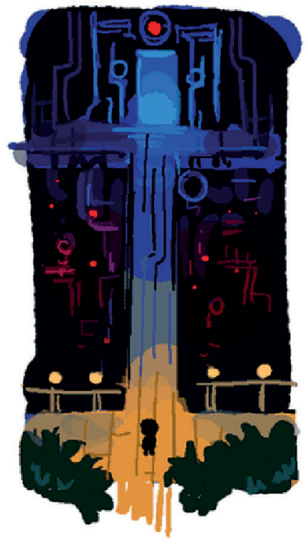


shop4.png
merrigo
Isn't Merrigo's background awesome? For some reason, it looks way better without something else in the way. If only it was like this all the time.



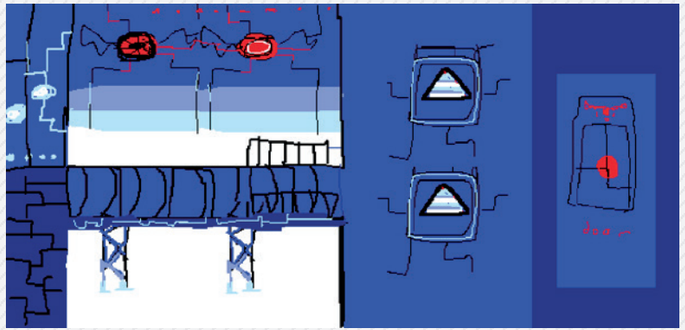
spiderroom.png
Toby Fox
I can’t even tell the
difference between this
and the final version.
GOd damn it



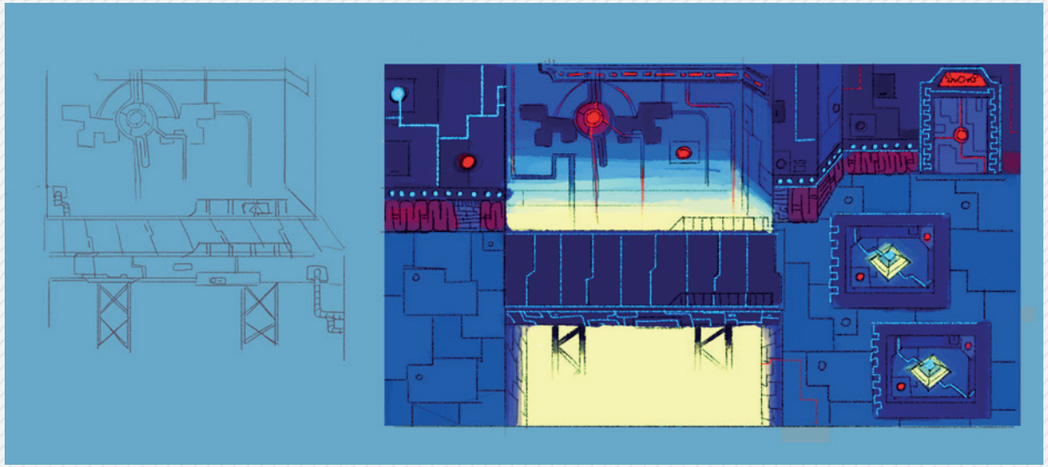


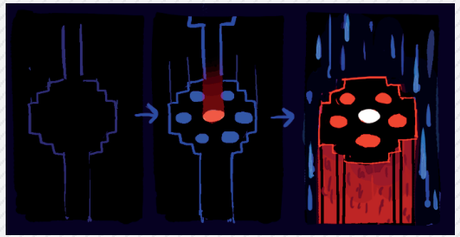
left
core_transition_concept.png
Gigi D.G.
Gigi drew these. I wanted her amazing color sense to capture that certain feeling... of...

“[Toby] told me to capture the feeling of leaving a party and heading into a dangerous area, so i, did that.” - Gigi



above
coresketch.png
Toby Fox
My original sketch of the CORE, which turned into Temmie’s version, which turned into Kenj’s tiles...





left
mett_core_meetingplace.png
Gigi D.G.
One of Gigi’s only criticisms of the game after she tested it was that the leadup to Mettaton’s battle looked kind of boring. So she drew something cooler.

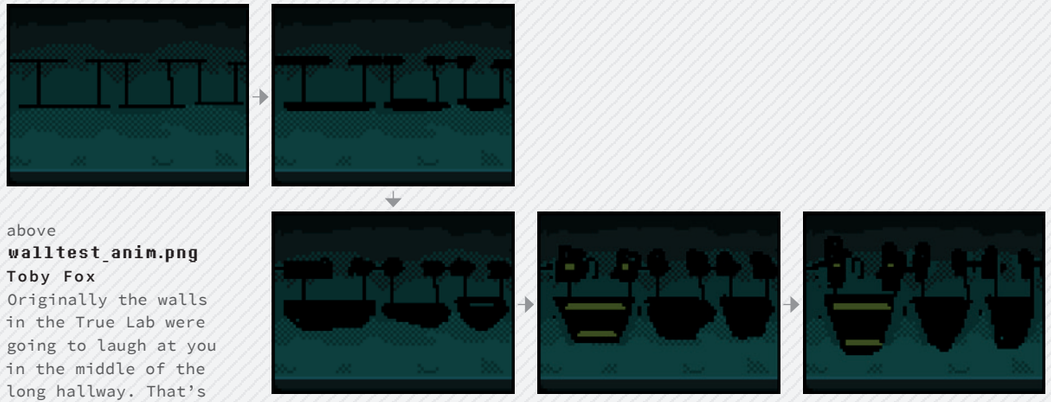
above
CORE_colors_concept.png
Temmie Chang

undertale_core_update.png
Kenju
Look at those arrows. Imagine if there was a huge arrow puzzle like in Team Rocket's Base from Pokemon. OK, now, stop imagining that forever.

"Lots of fancy stuff here! Floor patterns, wall decorations, glass tiles, whatever that pyramid thing is... is that a headphone jack?

The blue circuit-like floor patterns were added at Toby's suggestion, and I think they really add nicely to the place! The glowing pits were an interesting element to the design of this place too, I quite liked the idea.

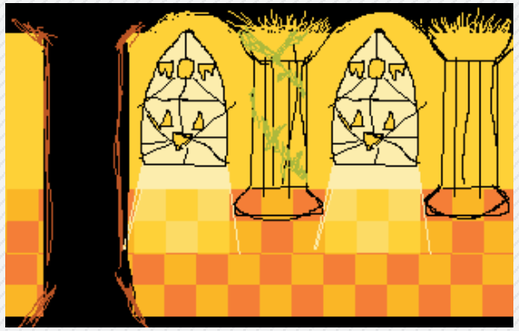
But if I had to pick, I think my favorite bit from this tileset are the little CYMK tubes I made." -Kenju



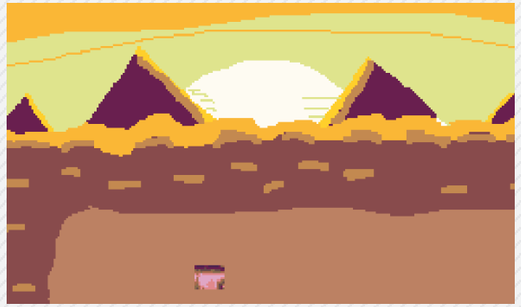
above
walltest_anim.png
Toby Fox
Originally the walls in the True Lab were going to laugh at you in the middle of the long hallway. That's why that hallway is so unnecessarily long.

However, I decided it would have been too scary for some... and too cheesy for most.

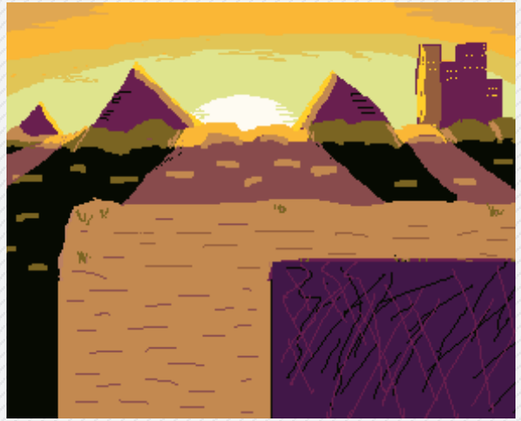
I'm actually pretty proud of how the True Lab turned out. I did every single graphical asset in it myself. So it's purely me, there...



right
castle_sketch_1.png
Toby Fox
My sketch of this legendary room before Merrigo tiled it.

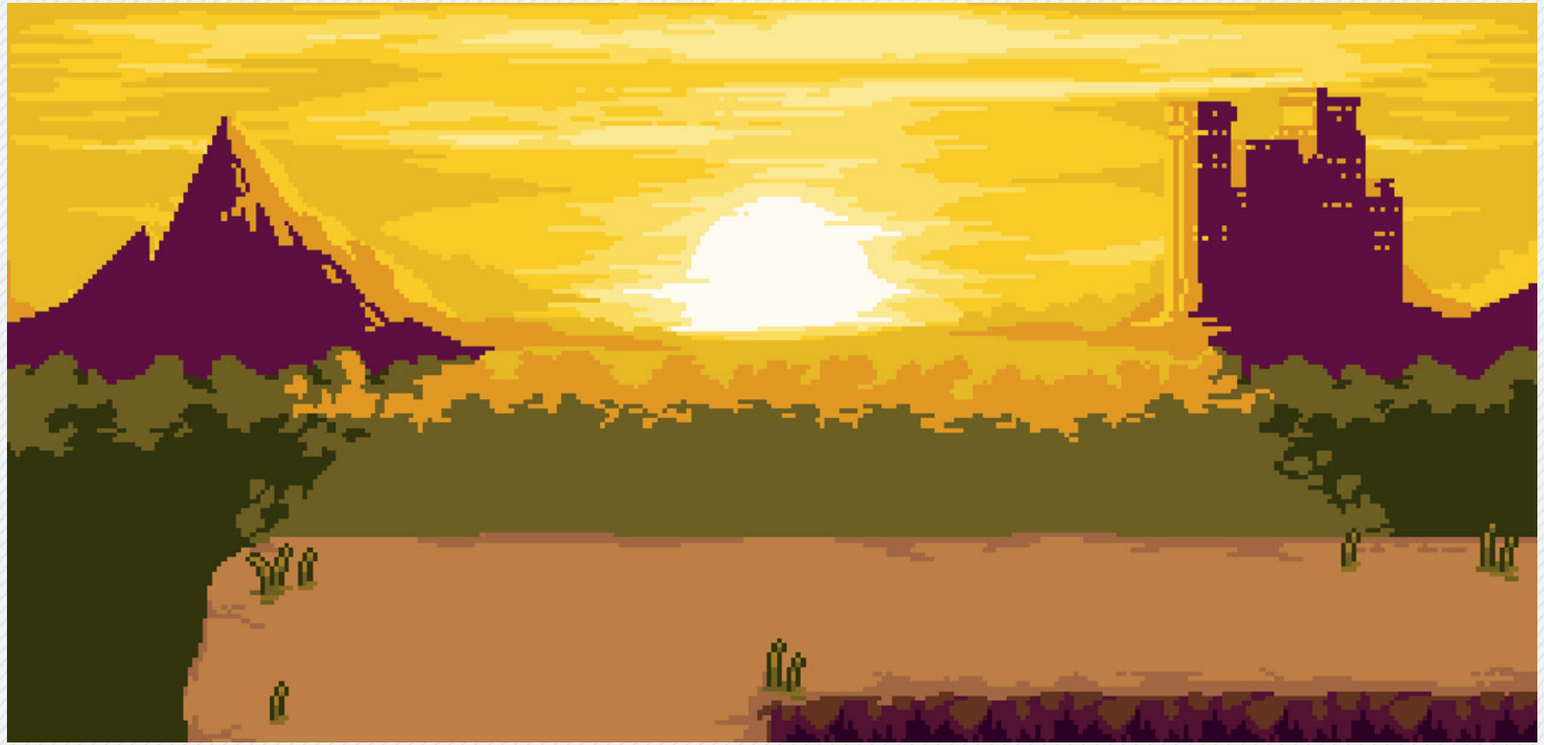


above
ending_area.png
Toby Fox
Isn't it natural for a game like this to end looking at a sunset...?

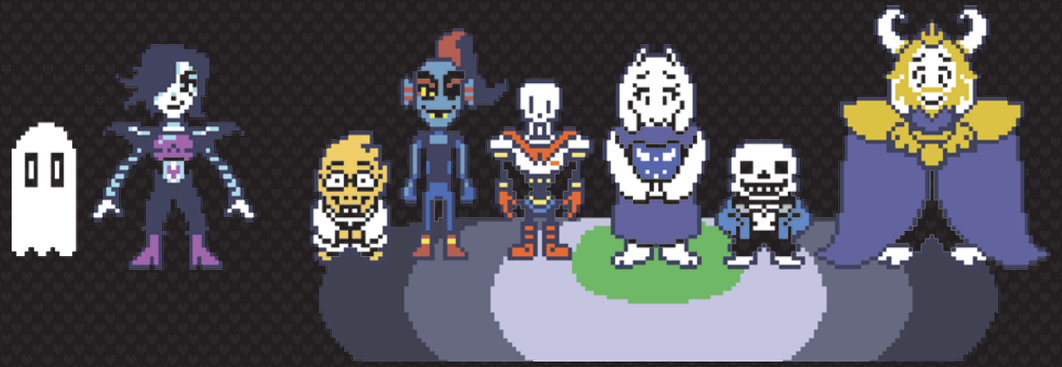


right
ending_area2_usable.png
Toby Fox

opposite page
mountain2.gif
Merrigo

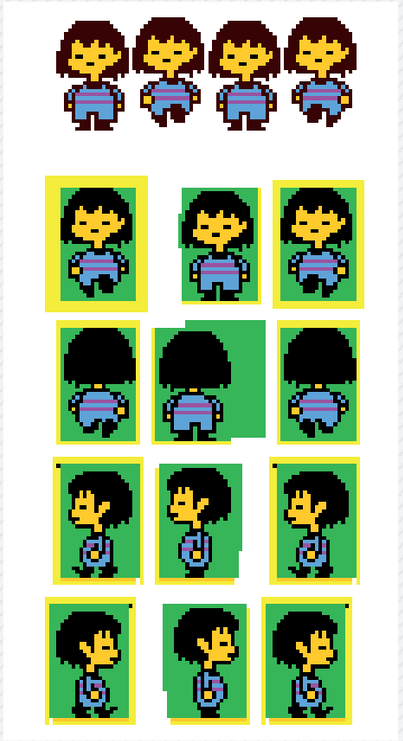


city.gif
Merrigo
Merrigo has drawn a lot of awesome pieces featuring clouds-and-cityscapes, so there was no way I wasn't going to ask her to do one for UNDERTALE.



Characters

Human

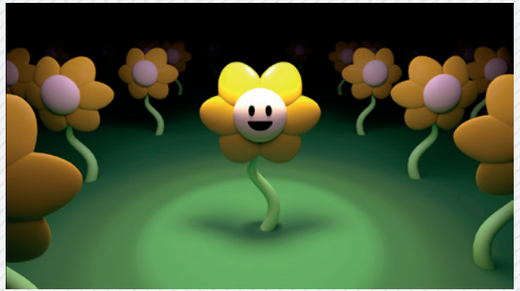


MainChara.png
Toby Fox
Originally this sprite had a black outline, but it didn't show up very well on the game's numerous black backgrounds...

Everyone says the protagonist's sprite looks terrible. That's right. If it looks too good, you'll have a different expectation.

MainCharaFlowers.png
Temmie Chang
One of Temmie's first pieces of concept art for the game. Just seeing it fills me with nostalgia now...

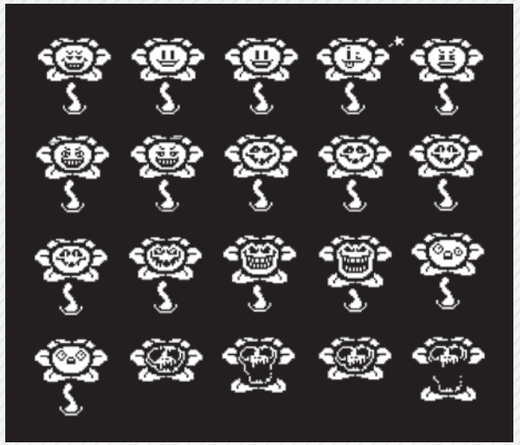
Flowey



Flowey appeared in my head fully formed. He didn't really change throughout development.

above
flowey card.png
Chelsea Saunders
I've always loved Chelsea's 3D assets. This art takes inspiration from Pokemon Cards - specifically, the ones illustrated by Keiji Kinebuchi.

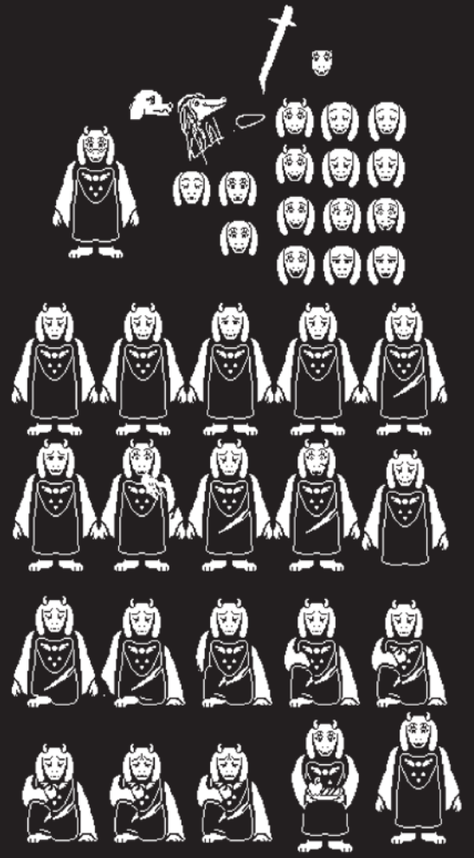
Chelsea's comment: "It was so cool to get to do this!! Undertale is such a special game and Toby is a special guy (hey toby what's up), really glad to have got to make the Flowey card too. Pretty cool how he still manages to look creepy when made outta just a few shapes huh?"



above
flowey_bigs.png
Toby Fox
These were some of the first sprites I made for the entire game.

Inspiration comes from everywhere. In Flowey's case, he was partially inspired by a character called "Face" from Cosbydaf's Godzilla Creepypasta.

Toriel



When I was still developing the idea behind UNDERTALE's battle system, I was envisioning Toriel as some kind of overprotective humanoid goddess, similar to Myria from Breath of Fire III.

In this original concept, killing Toriel would have been mandatory to proceed.

But when I actually started writing the character's dialogue, it felt "wrong" to have violence be the only choice.

That's when I realized what "UNDERTALE" was really all about...

Toriel's theme song, "Fallen Down" was actually created a year before UNDERTALE for an EarthBound soundfont collaboration album.

It was intended as a Game Over theme similar to the original Zelda's, but it works well as a theme for her, too, doesn't it?

left
toriel_sprites.png
Toby Fox
The top half of this image is another one of the first "concept arts" I ever did for the game.

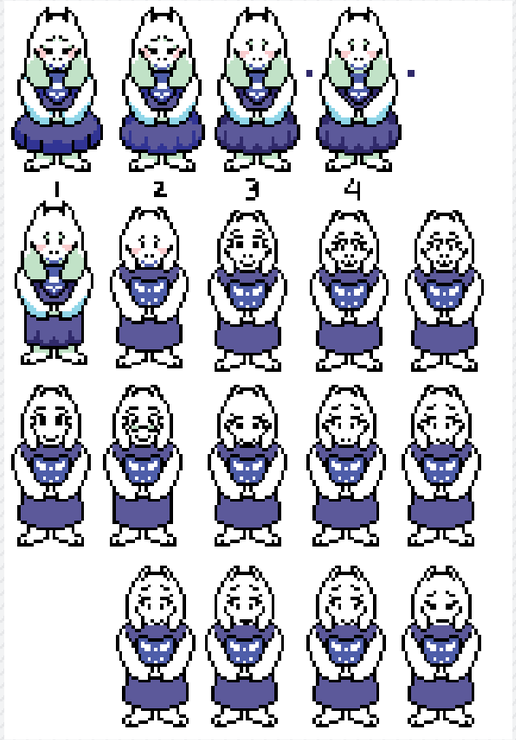
My first sketches of her had no horns... But she really looks too much like... well...

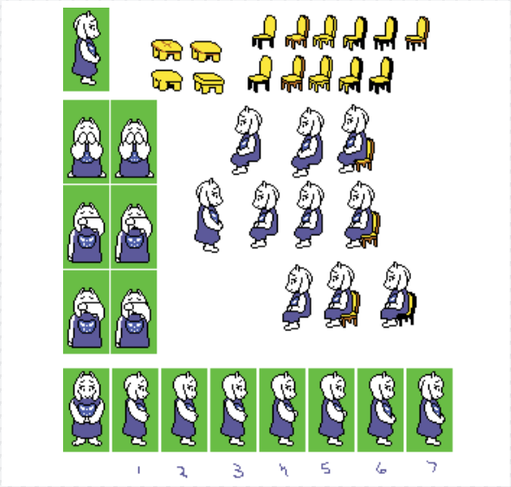
Given that Cave Story's one of my favorite games of all time, I'd be hard pressed to say her appearance wasn't partially inspired by the Mimigas, right!?

Sorry if I've caused you any trouble, Pixel (^^ ;;

above
torielhomework.png
Toby Fox
I posted this on tumblr a couple months before the DEMO came out. At the time, an UNDERTALE post really wasn't worth many notes...

right
toriel_redesign.png
Temmie Chang
Temmie designed Toriel's overworld sprites. Though, as you can see, it took a while before she came up with the current one...





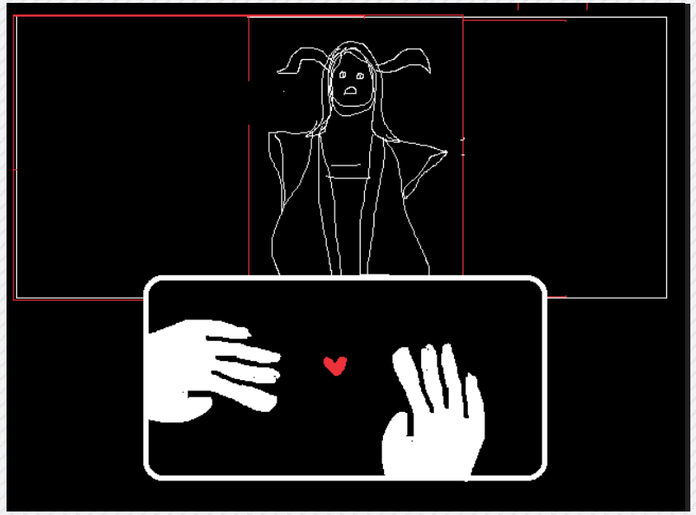
toriel_spritevarious.png
Temmie Chang
Toriel's chair was too small... it didn't look cozy enough.

Also, can you believe
she actually cried!? And she had a weird forehead!? I don't even like looking at this.

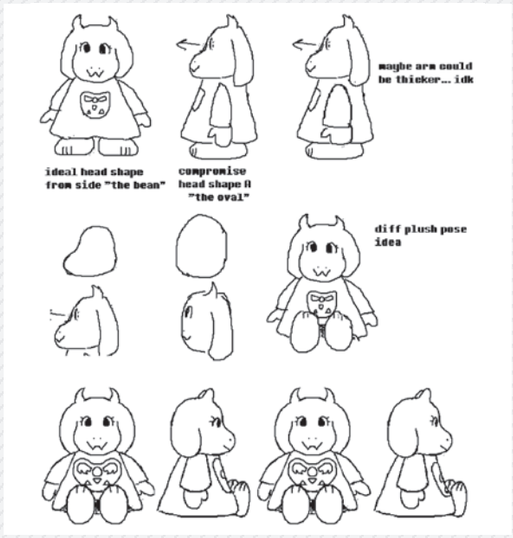
toriel 2x.png
Leigh Davis
Ever since her "Nomarios" series, I've always wanted to see Leigh draw Toriel in her signature cute style. Luckily, the art card gave me an excuse.

Leigh's comment: "I got to play through the Ruins before the DEMO was released. I was trying to think of criticisms along the way, but the only thing I came out with was: 'You should put in the option to stay with Toriel forever.' I know now that this was a silly suggestion to make, but I still think about it fondly. She had become THAT important to me in such a short amount of time, so much that I would have said 'no thanks' to more game just because, to me, it felt right to stay. I'll never forget her, and I'm glad she's the character I had the opportunity to draw."

torielandmainchara.png
Temmie Chang
Back then, just seeing someone else's art of my character was mindblowing to me. I said it before, but seeing Temmie's early art still makes me smile at those memories...

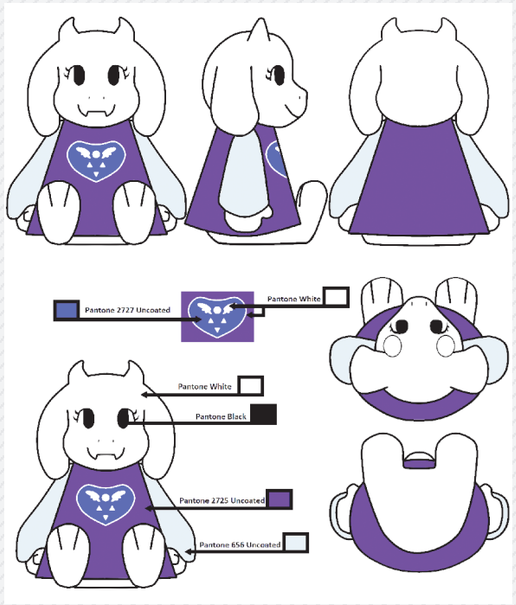


battlemockup5.png
Toby Fox
Here's an example of the extremely early, humanoid Toriel.

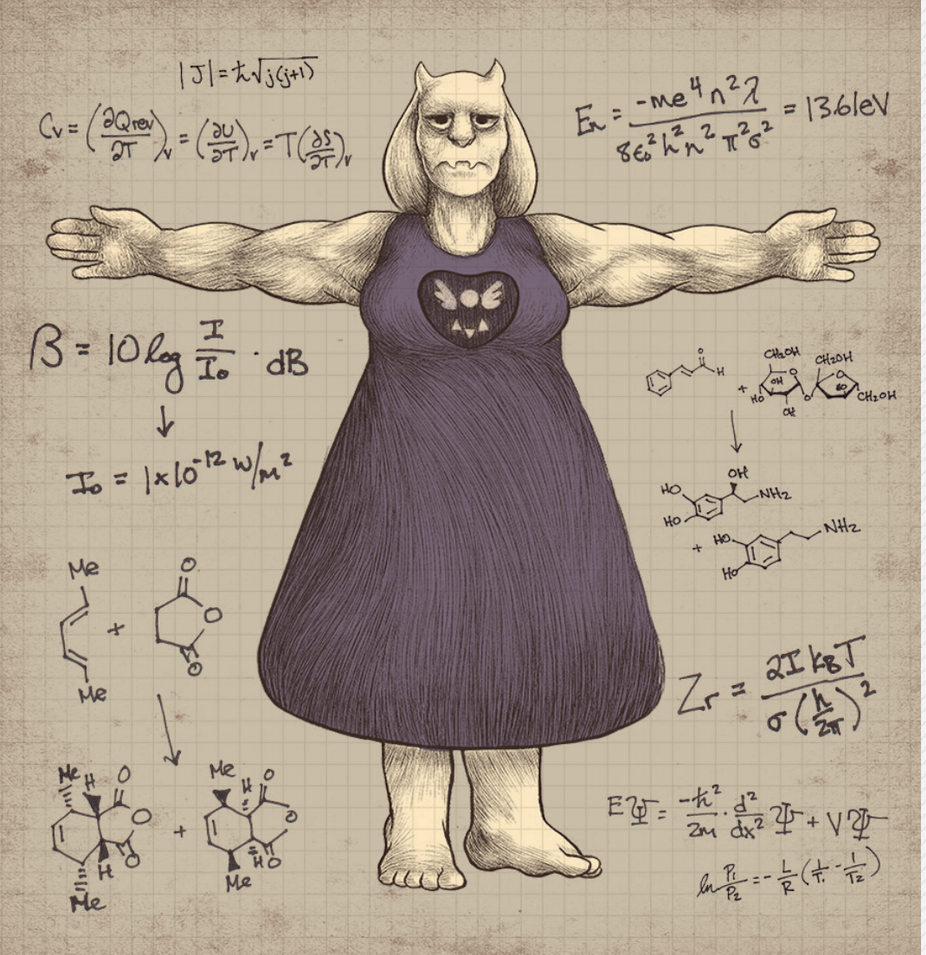


toriel_plush.png
Toby Fox
My initial sketches for the Toriel plush. I definitely felt like a cuter approach was the way to go here.

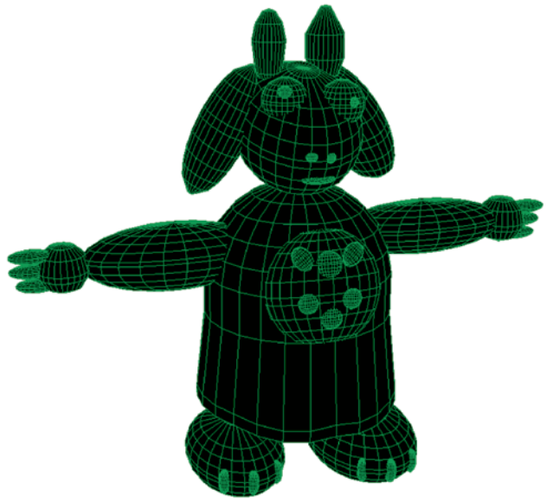
It's really bizarre to see something you helped design turn into a physical product.



Toriel Done.png
Jenna Post



torisketch.psd
Laura MW, Adil Mohyuddin



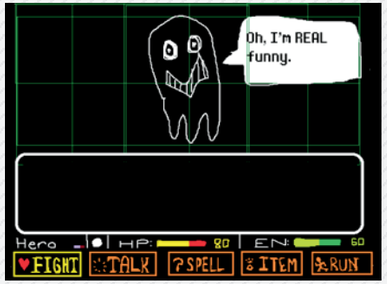
wire.png, rend.png
Chelsea Saunders

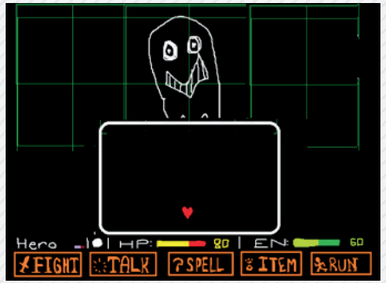
We created this high-fi 3D Toriel for an extremely realistic, emotional scene. I even hired a professional artist to create a new character design that could properly convey the depth of the scene. Afterwards, Chelsea rendered the sketch flawlessly into 3D.

Sadly, the scene had to be cut because it was so good, it made the rest of the game look terrible. So I took the opposite approach and replaced it with Onionsan. And that's why anyone likes UNDERTALE.

Chelsea's comment: "This is the best thing I ever made. And while I respect Toby's decision, I'll be filled with regret for the rest of my life."

Napstablook





battlemockups
Toby Fox
Napstablook was never in my original plans to be in the game. They were just a placeholder character I made up for my mockups. My friends really seemed to like them, though, so I ended up making them real.

By the way, I composed Napstablook's battle theme for fun way before UNDERTALE ever existed. But deciding to use it in this context was indeed inspired by Pepper Steak from OFF.

PAPYRUS

firstpapyrus.png
Toby Fox
The first Papyrus that I drew back when I was designing Toriel, too...

My original idea for him was way different. He was going to wear a fedora and be kind of creepy, with no obvious redeeming qualities.

You would date him once and then he would call you constantly. Then, getting deeper into a relationship with him, you would finally realize...

... actually, he still had no redeeming qualities.

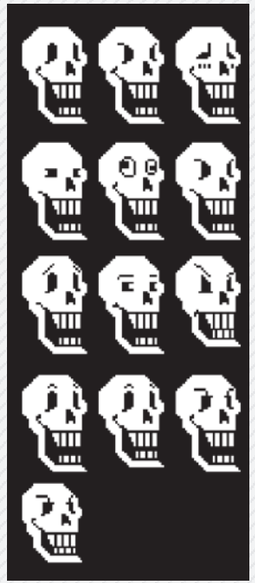
His favorite show was going to be called “My Little Boney.”

I’m so glad I decided to change him completely. It wouldn’t have been right to have such a mean-spirited character.

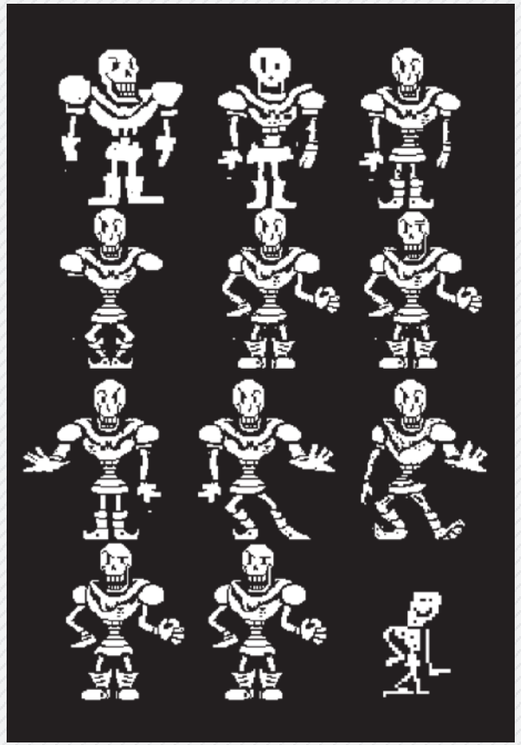
The earlier version was somewhat inspired by Dedan from “OFF.” But again, he changed a whole lot...

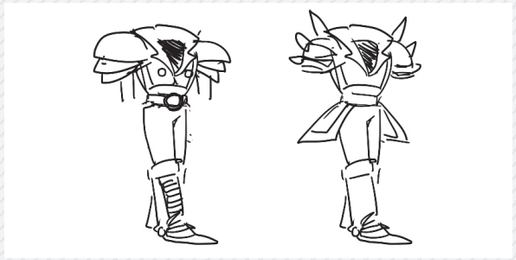
Additionally, Papyrus’s theme song and battle theme were from an earlier RPG idea I was working on for a couple weeks before I gave up.

It was originally the main battle theme of the game.



papyrusfaces.png
Toby Fox
Originally he had no eyebrows. This was quickly remedied.



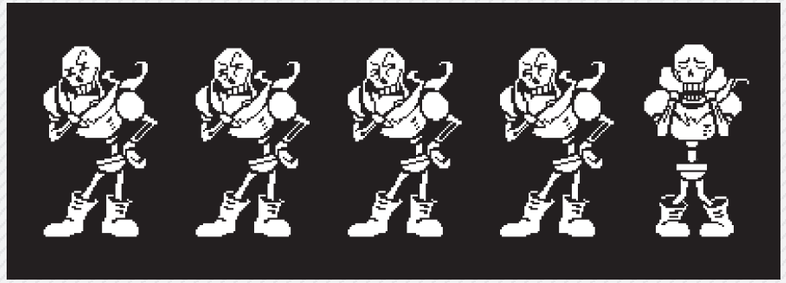


above
PapyrusArmor.png
Temmie Chang
Temmie's sketch for Papyrus's "Battle Body" armor. At first it looked kind of like something Captain Falcon would wear... it ended up being something more like the miniboss from Sting Chameleon's stage, though.

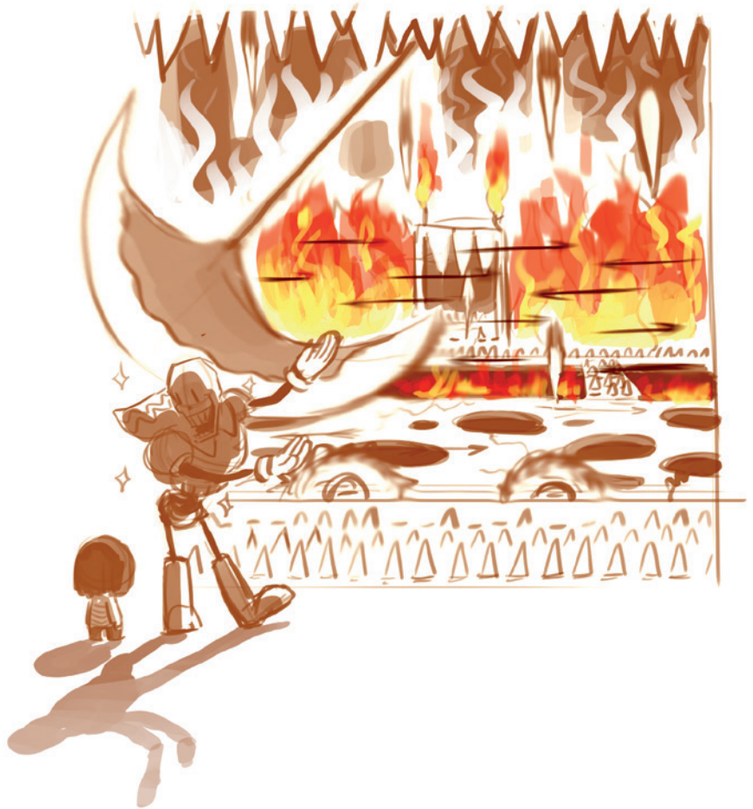
left
papyrus_progression.png
Toby Fox
I originally tried to draw Papyrus's battle sprite myself. God... bad idea. In the end I gave up and just sketched a new pose for Temmie to draw a new sprite from scratch LOL

spaghetti_papyrus.jpg
Linnet
Honestly, the pinnacle of human achievement. Obviously inspired by Papyrus's online persona. Originally this BG had stickers with words on them but Steam made us remove them to keep it international.

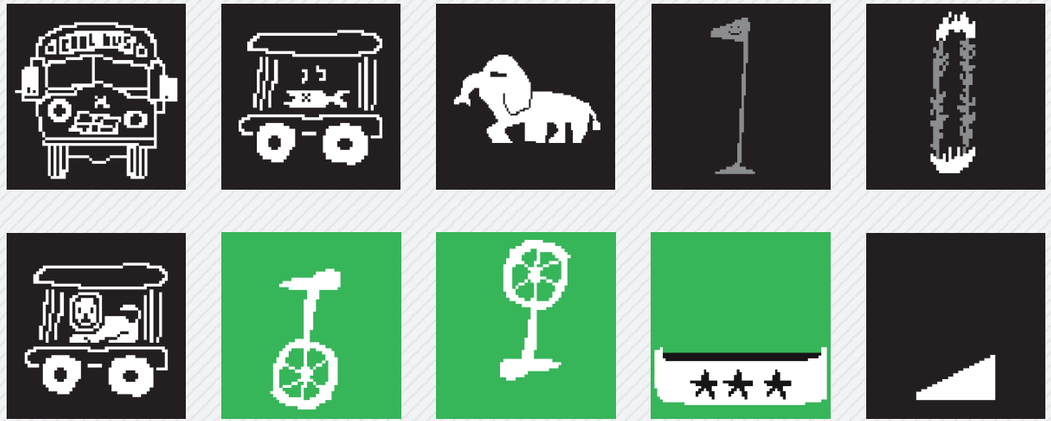
Linnet's comment: "god I haven't looked at this in months and I'm laughing at the giant faint papyrus behind the spaghetti, I love this mess"



papyrus_unused.png
Guzusuru
I originally asked Guzusuru to draw some new Papyrus poses for his date because she's really good at drawing. They looked kind of... too good. So I just drew a ton of terrible looking ones myself.



PAPYRUSPUZZLE.png
Temmie Chang
Look how excited he is.
He wants his friend to
have a good time.



top row, from left to right
coolbus.png , deadfish.png , elephant.png , funflag.png ,
hoopflame.png

bottom row, from left to right
lioncage.png , unicycle.png , reverse unicycle.png ,
pool of water.png , ramp.png

Toby fox
My original idea for Papyrus's last attack was
that it was going to be a bunch of regular bones
and then a bunch of ridiculous stuff. Like an
entire circus.

And then a row of 19 cool buses. Just like in
Homestar Runner. Anyway, I didn't do that. For,
like, every reason.

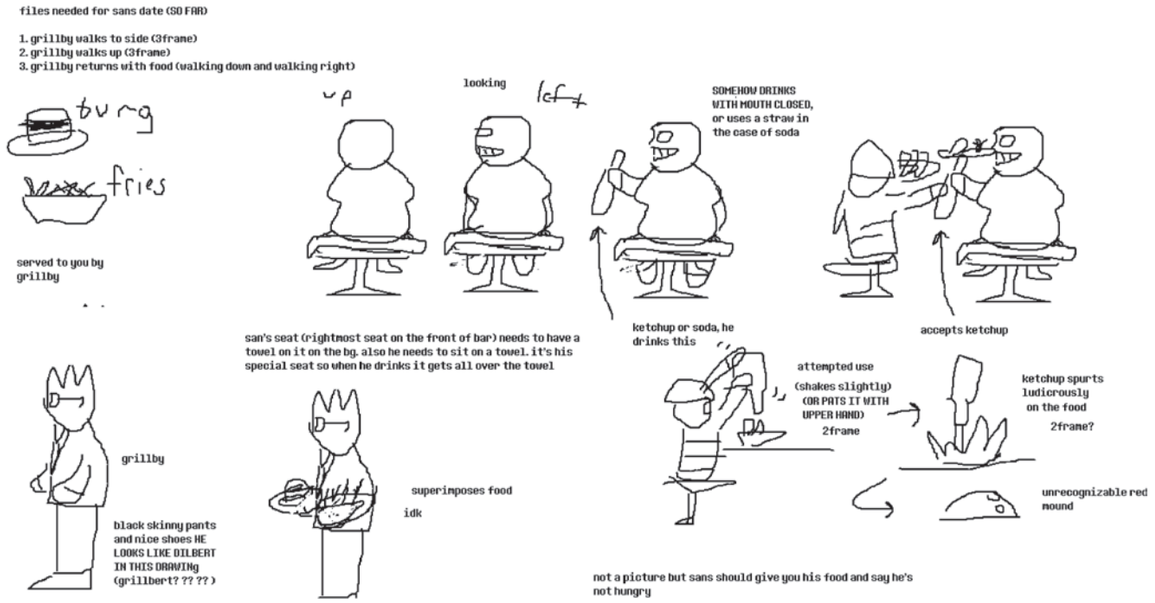
sans

above
firstsans.png
Toby Fox
Uh... he looked different, but sans was just sans. Originally he was going to tell more skeleton puns, but it wasn't as funny as I thought it would be.

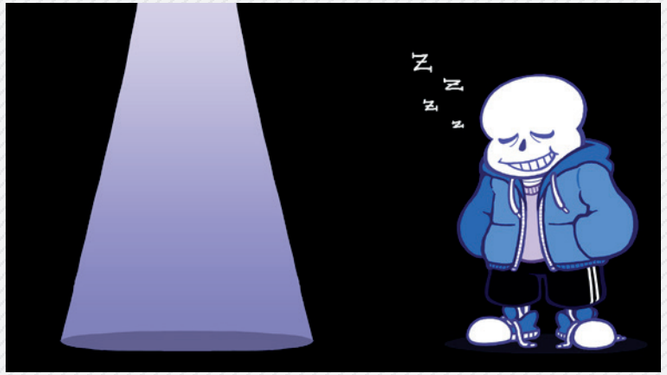
left
sans.jpg
Temmie Chang
temmie figuring out Sans's outfit. He was going to be running poker at the casino at some point. Oh yeah, there isn't a casino, is there...?

left
this dammit.png
Toby Fox
Sans was going to do this pose at one point.

above
sansfaces.png
Toby Fox


files needed for sans date (SO FAR)
1. grillby walks to side (3frame)
2. grillby walks up (3frame)
3. grillby returns with food (walking down and walking right)
burg
fries
served to you by grillby
up
looking left
SOMEHOW DRINKS WITH MOUTH CLOSED, or uses a straw in the case of soda
ketchup or soda, he drinks this
accepts ketchup
san's seat (rightmost seat on the front of bar) needs to have a towel on it on the bg. also he needs to sit on a towel. it's his special seat so when he drinks it gets all over the towel
attempted use (shakes slightly) (OR PATS IT WITH UPPER HAND) 2frame
ketchup spurts ludicrously on the food
2frame?
grillby
black skinny pants and nice shoes HE LOOKS LIKE DILBERT IN THIS DRAWING (grillbert? ?? ??)
superimposes food
idk
unrecognizable red mound
not a picture but sans should give you his food and say he's not hungry

sansnotes.png
Toby Fox
Notes for the date.
Hahahahahahaha

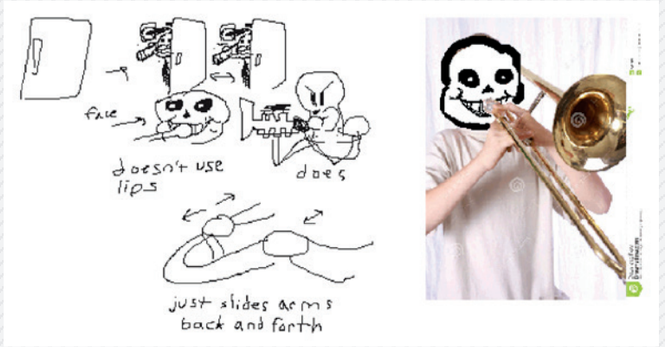


sanscardHuge.png
Drak
You know, it's drak.

Drak's comment: "it's a drawing of sans.

when kickin around ideas for the steam card, toby suggested it might be fun if sans wasn't present on the actual card itself, requiring a full view to see him sleeping off to the side. i added the spotlight because we weren't sure if steam would allow a card featuring nothing but empty black space.

i'm pretty sure there are still people who don't know you can view full art for steam cards, so my hope is that sans' sleepy presence will continue to surprise someone every once in a while."



trombonesans.png
Toby Fox
Explaining how trombones work to Temmie

Annoying Dog

Temmie

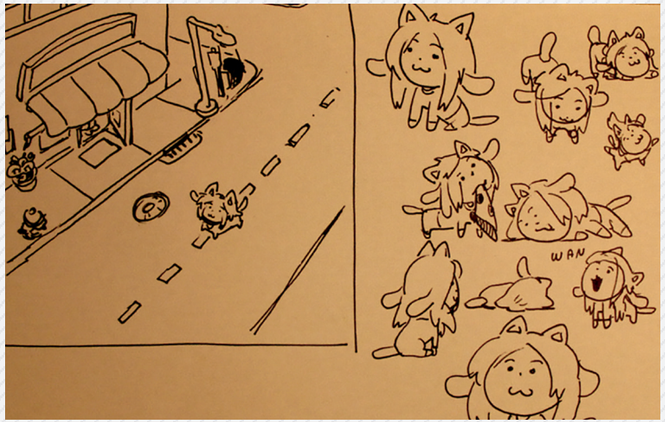
above
Betty_Draw.png
Betty Kwong
Temmie's origin according to Temmie:

"Betty was in a stream drawing friends and what she thought they looked like.

When it came to me, she drew the doodle and I loved it so much I adapted it as a mascot on social media for awhile then found way into game"

left
Become_TEM.png
Temmie

below
Tem_Draw.png
Temmie Chang
Temmie's drawings of herself pre-UNDERTALE



temsh_25.png
Toby Fox
Tob ver of... TEM SHOP!!!

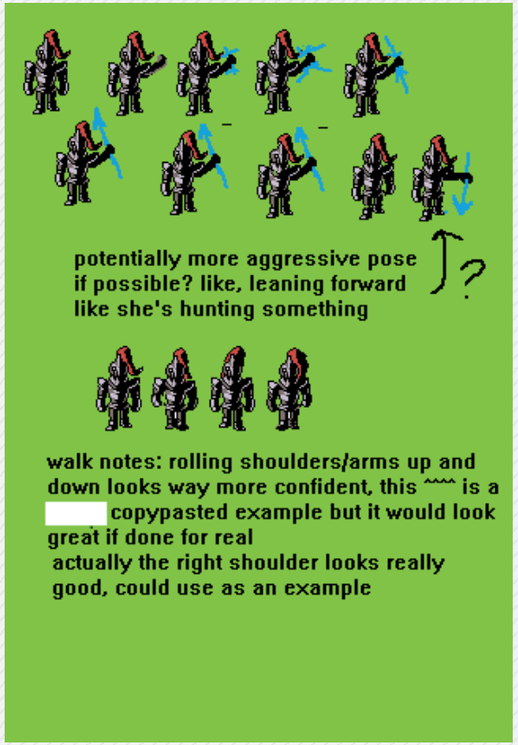
Temmie_BG_Color.png
Temmie Chang

the tems no 2.png
Toby Fox
Well,

pppo.png
hell if i know who did this one

left
temsh.png
Temmie Chang
Tem ver of... TEM SHOP!!!

Undyne

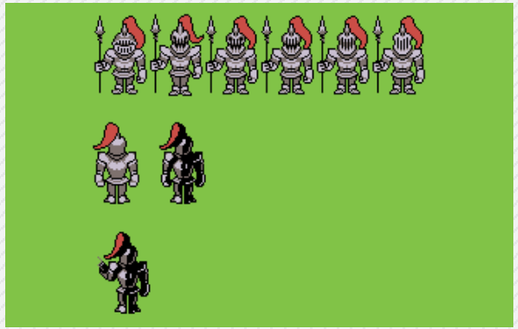

potentially more aggressive pose
if possible? like, leaning forward
like she's hunting something
?
walk notes: rolling shoulders/arms up and
down looks way more confident, this ^^^^ is a
copypasted example but it would look
great if done for real
actually the right shoulder looks really
good, could use as an example

undyneD_stark_extramockup.png
Toby Fox

Undyne is one character that took a long time to reach her final state. Not just appearance-wise... I couldn't decide on anything about her.

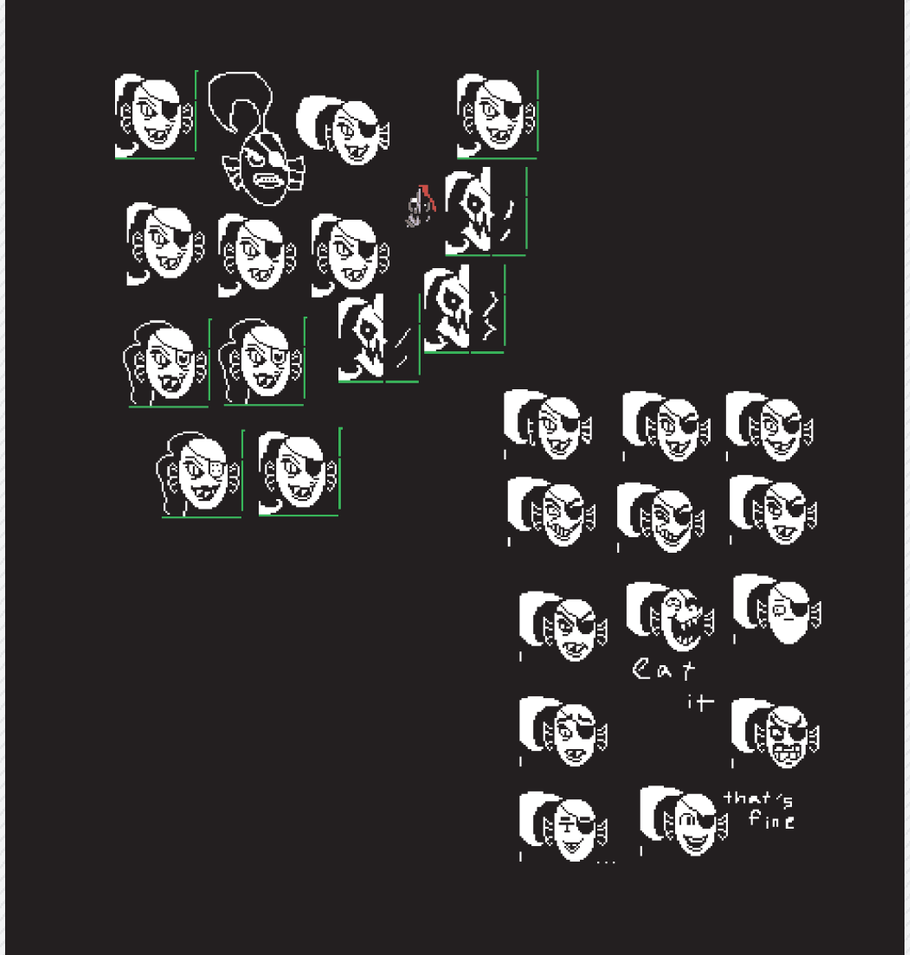
All I knew is that I wanted her to be the first boss that would really try to kill you. I struggled with writing her. I tried giving her all kinds of accents to make her more "interesting." It didn't really work.

She had an interest in fashion and singing for a really long period of development, too. It took me until I reached the point where I was programming her monologue that I finally started to understand her. Now she's one of the natural characters for me to write... NGAHH!!!

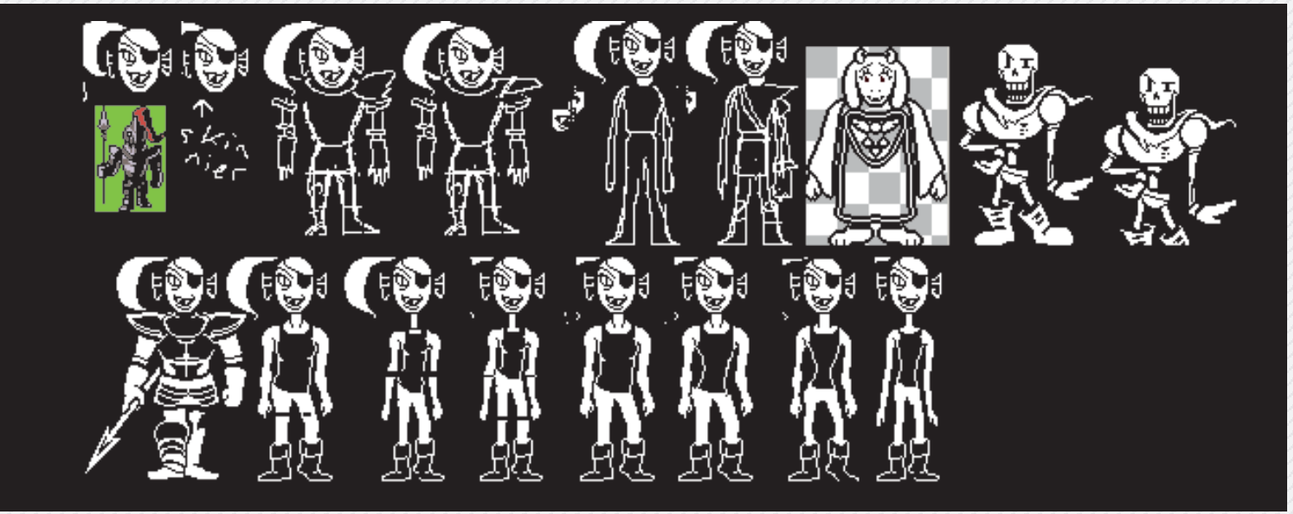


above
undyne_oldsprites.png
Temmie Chang
Temmie's first sprite looked a bit too much like a normal knight to me so I messed around with the helmet a bit.

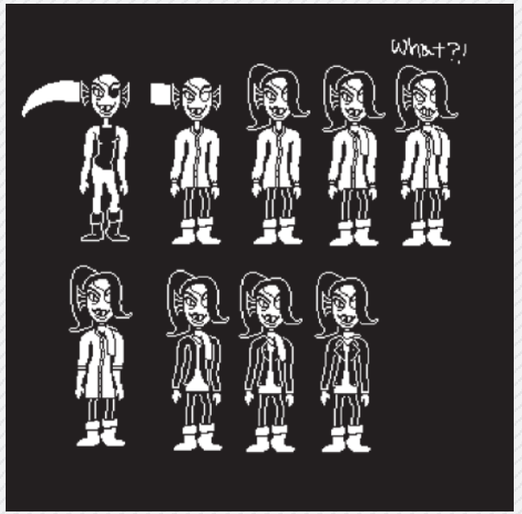
left
undyne_main_old.png
Temmie Chang
this was what I decided on for Undyne's helmet and appearance. Temmie sprited it from all directions. Then I figured we needed to make her waist-armor longer, because it looked too much like a weird miniskirt... Then I decided to make the graphics have stark lighting to make her scarier. It was a real process.



undyne_faces.png
Toby Fox
It took a long time to figure out how she looked.

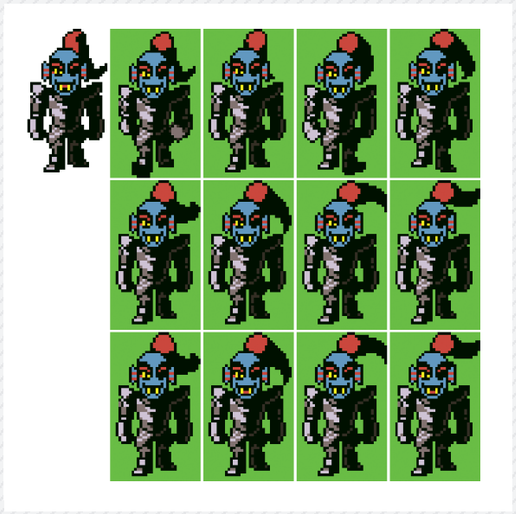


undyne_progress.png
Toby Fox
Even figuring out her body was difficult...

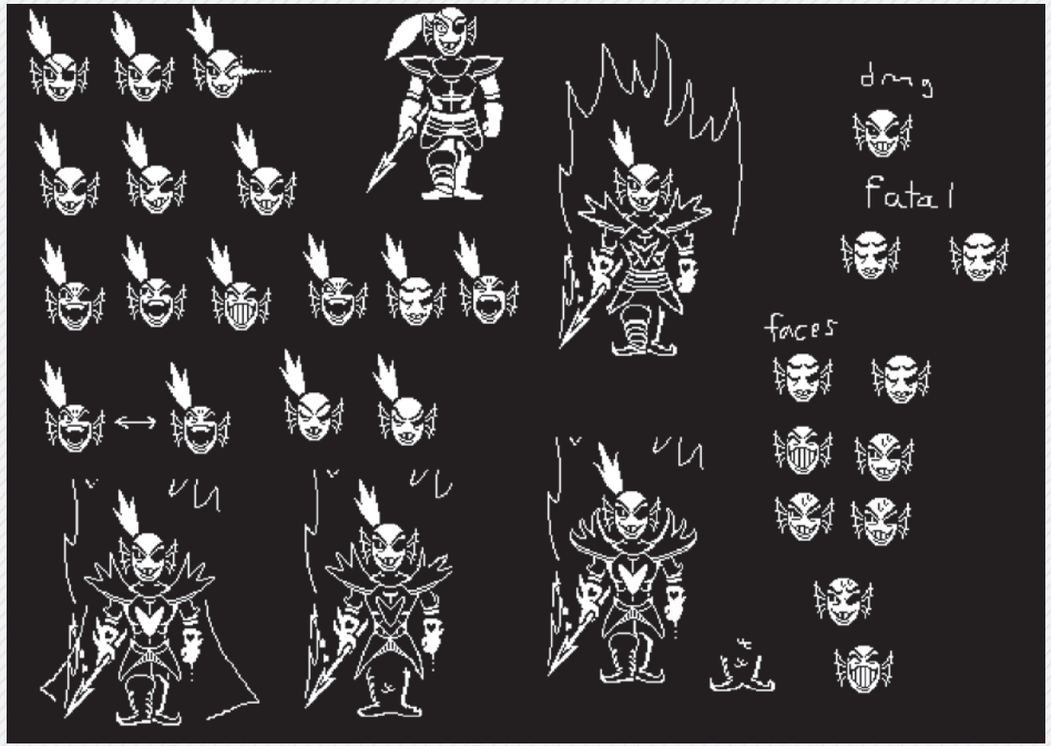


spr_undyne_and_alphys_clothes.png
Toby Fox
I tried to design a cute outfit for her myself but Gigi said she looked like she was going for a jog... I felt owned.

My friend Jones told me to put her in a jacket so I did.



undyne maskless.png
Toby Fox



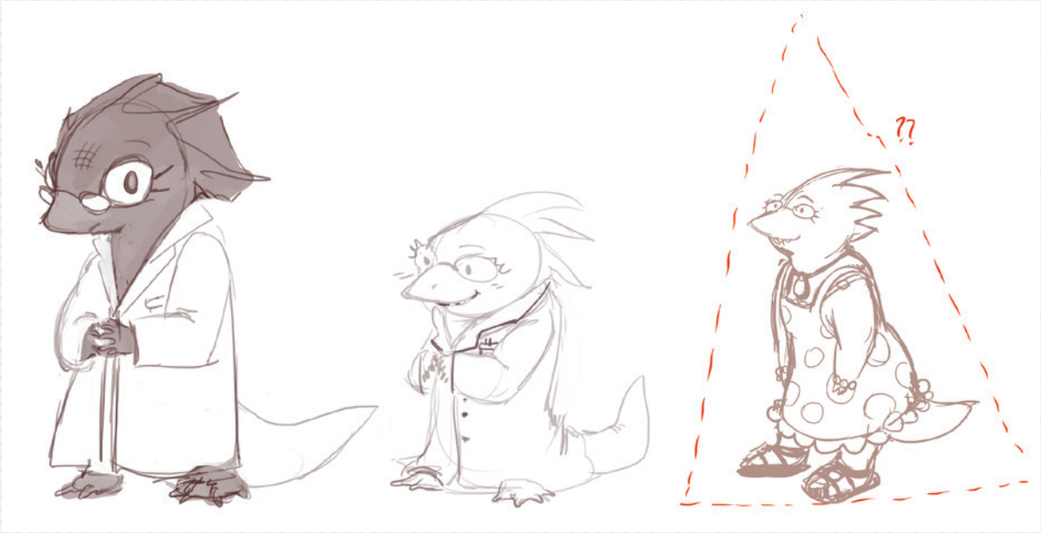
left
big fish.png
Gigi D.G.
I love this one. Besides being a trading card, I used it to reveal “UNDYNE”s existence a few days before the game’s final release. Hey, isn’t it weird to imagine a world where people didn’t even know UNDYNE existed?

Gigi’s comment: “when i was asked to draw undyne in her cool badass armor i was super excited about it. it was the trading card.....for me.....”

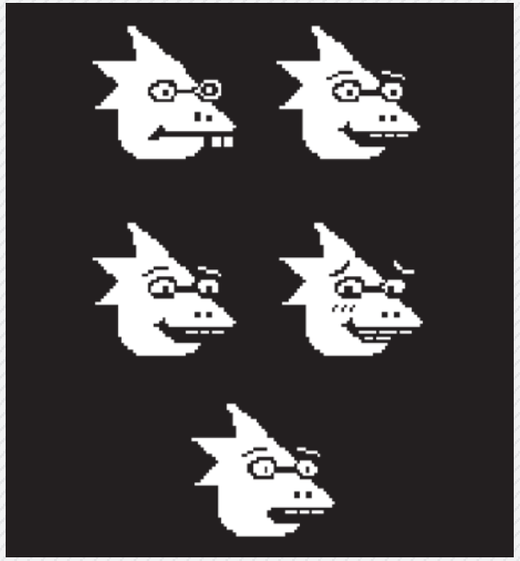
opposite page
undyne_x.png
Toby Fox
Designing Undyne the Undying. Her hair was supposed to be much more vertical. The ONLY reason it isn’t is because it wouldn’t fit onscreen.

Also very briefly played around with making her lower half more mermaid-like.

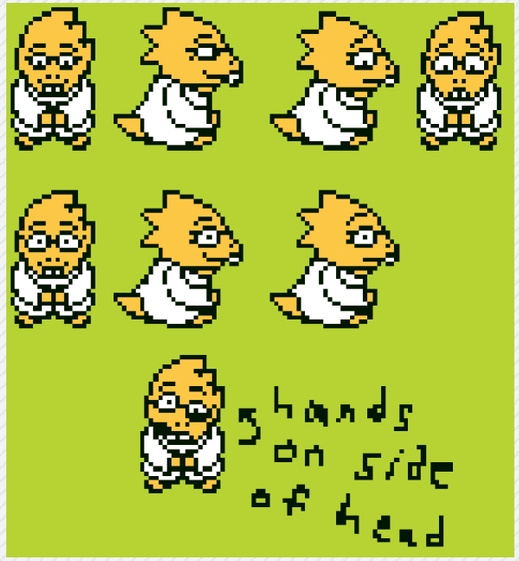
Alphys



alphysconcepts.png
Temmie Chang
Temmie drew the one on the left based on the sprites, but I thought she looked too smooth and round. I told Temmie she looked like a triangle... that's why there's a triangle.

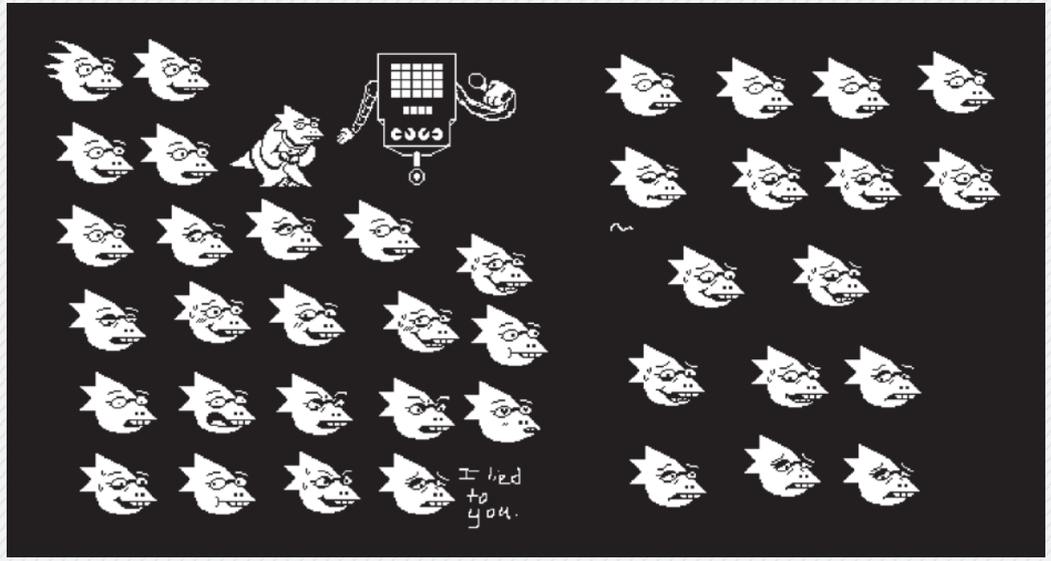


proto_alphys.png
Toby Fox
Here are the first drawings of Alphys. Originally, I envisioned Alphys as a guy. But I grew to dislike that. So to fix it, I totally redesigned... no, wait, I just added eyelashes.

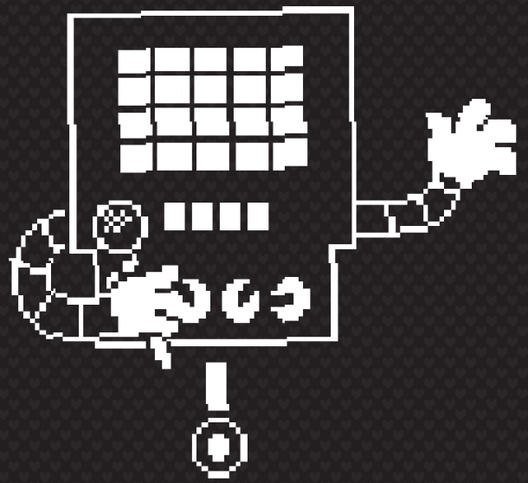


alphy_miscoverworld.png
Toby Fox & Temmie Chang
Temmie drew Alphys overworld sprite in MS Paint when she was visiting me one time.

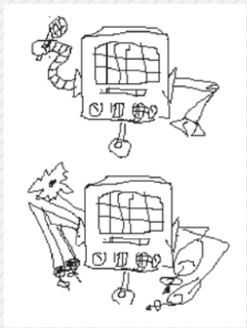
I changed her eyes slightly to make her cuter. That's basically all I do LOL



alphys_new_mettsequence.png
Toby Fox
Alphys actually has the most faces out of anyone in the entire game. Are you surprised? Do you know which one of these are unused? Don't you think if I gave her a bead necklace, she would look exactly like Lisa Simpson?

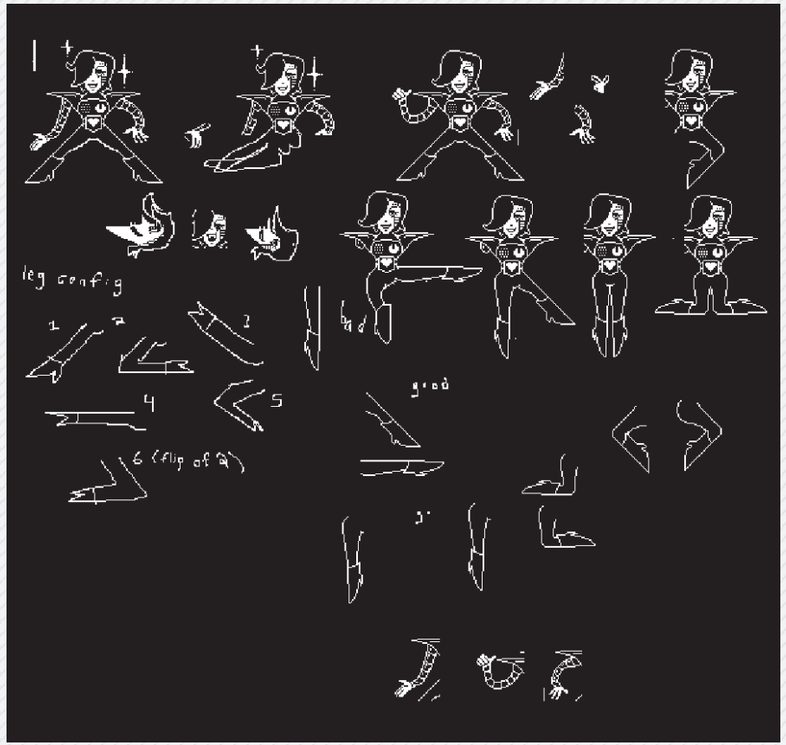


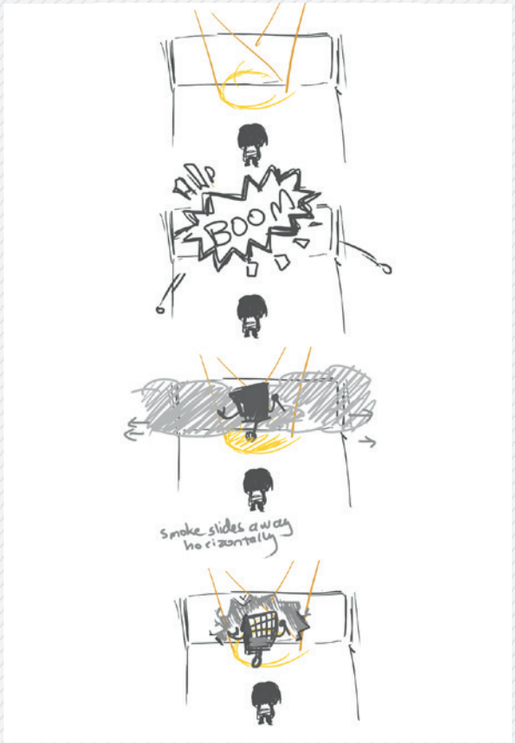
Mettaton



above
badmett.png
Toby Fox
My original drawing of Mettaton. As people have speculated, he's inspired by the robot from Wallace and Gromit's A Grand Day Out.

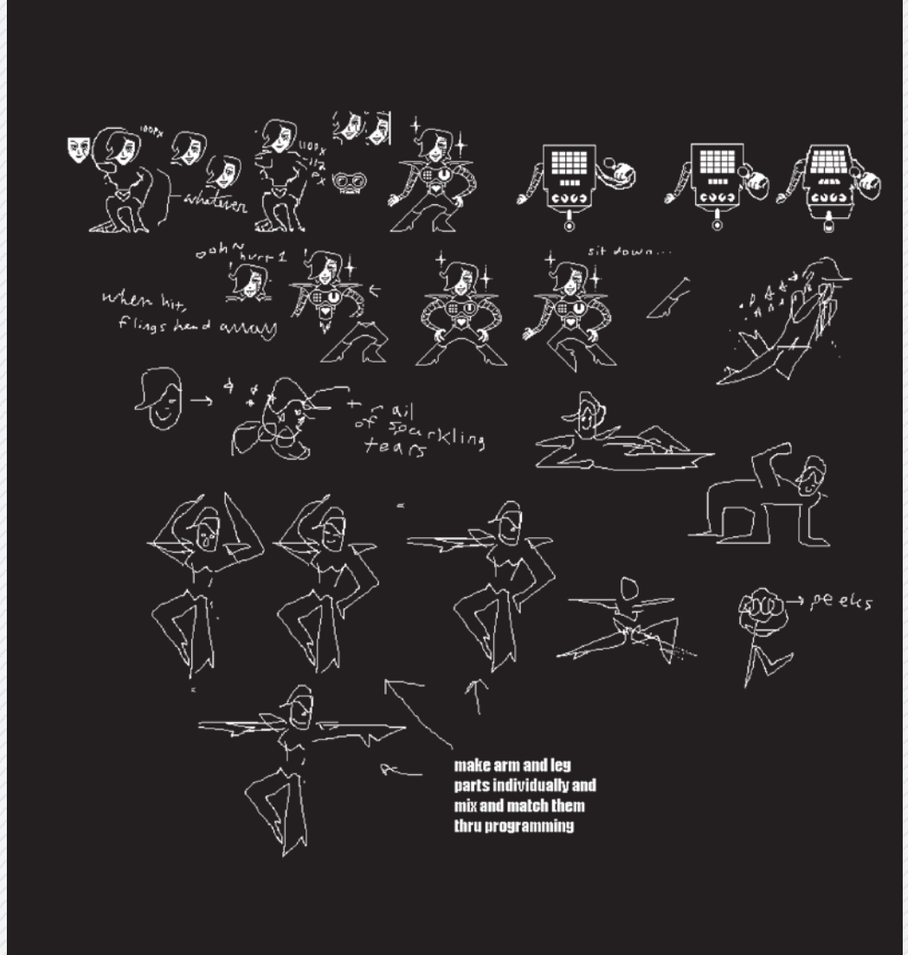
right
Finalmettlegs.png
Toby Fox
Sketches of Mettaton's legs. I tried drawing him from the side but it didn't really work out.





left
mett appear.png
Temmie Chang

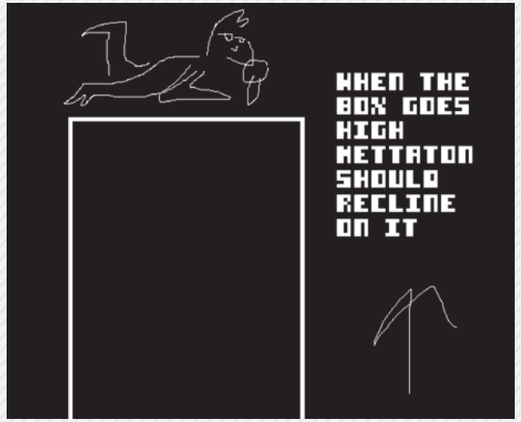
above
mettpose.png
Toby Fox
This is a very very early attempt at humanoid mettaton. I scrapped this before making any progress on it.


whatever
when hit, flings head away
sit down...
a lil of sparkling tears
peels
make arm and leg parts individually and mix and match them thru programming

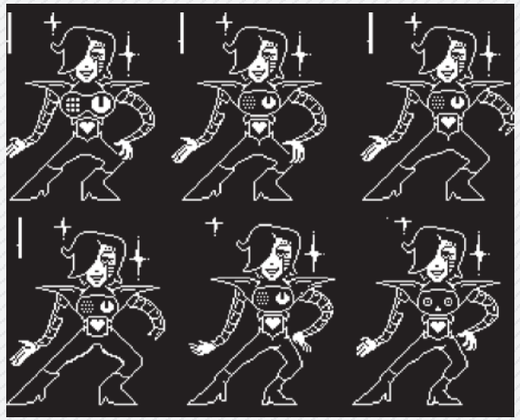
mettatonidea_4.png
Toby Fox
Figuring out Mettaton. Originally I planned for him to leave a sparkling trail of tears when hit.

The angled Mettaton in the top right was inspired by R7308 from MOTHER. As well as the concept of the battle - a giant robot that can't be defeated by normal means.

I realized the angle wouldn't have worked with Dr. Alphys also on the screen, though.

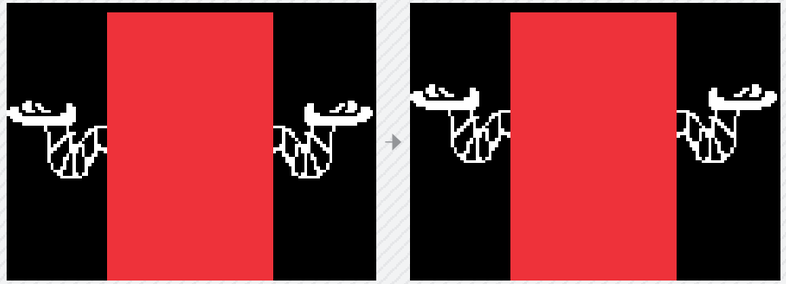


mett222.png
Toby Fox
I actually programmed this but the transition didn't look good so I removed it.

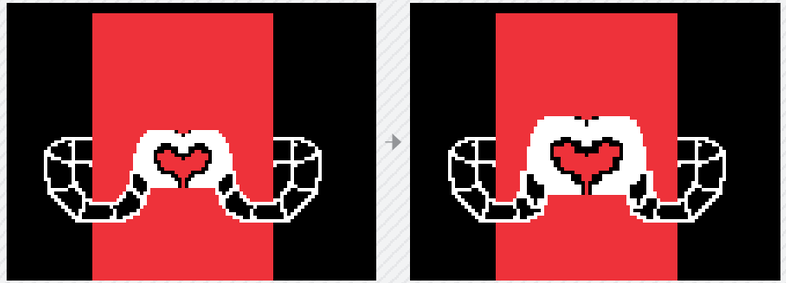


mtt_Growth.png
Toby Fox & Temmie Chang
Various stages of finalizing Mettaton's appearance. The bottom middle one has legs and hands by temmie.

mtt_faces.png
Toby Fox

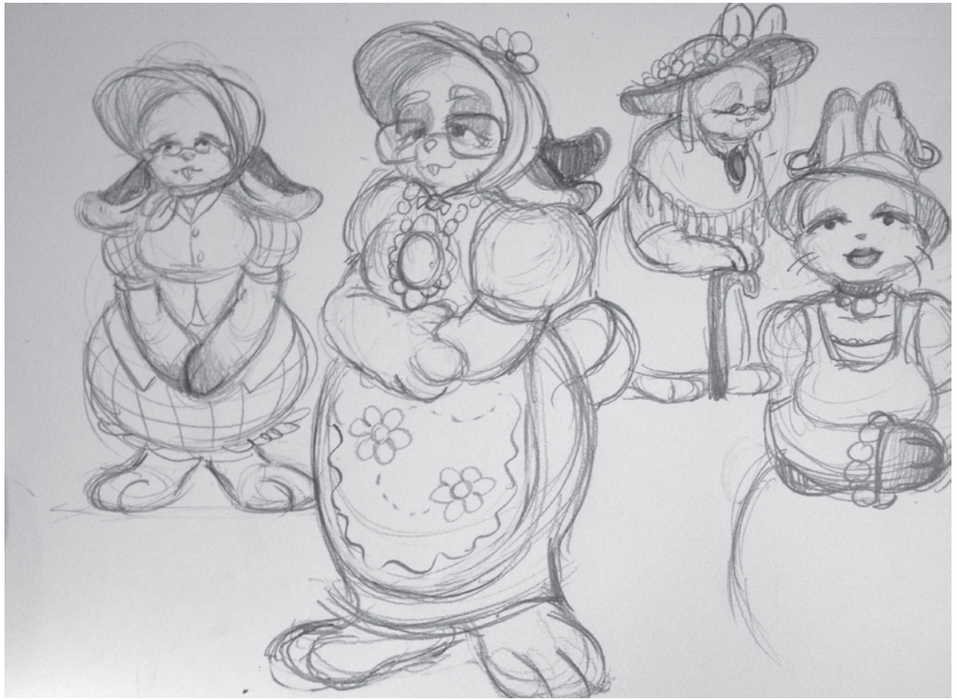


mettaton_arms_evilalugh.png
Toby Fox
Mettaton had more arm poses for his first appearance but I didn't use them.



mettaton_arms_romance.png
Toby Fox

Shopkeepers



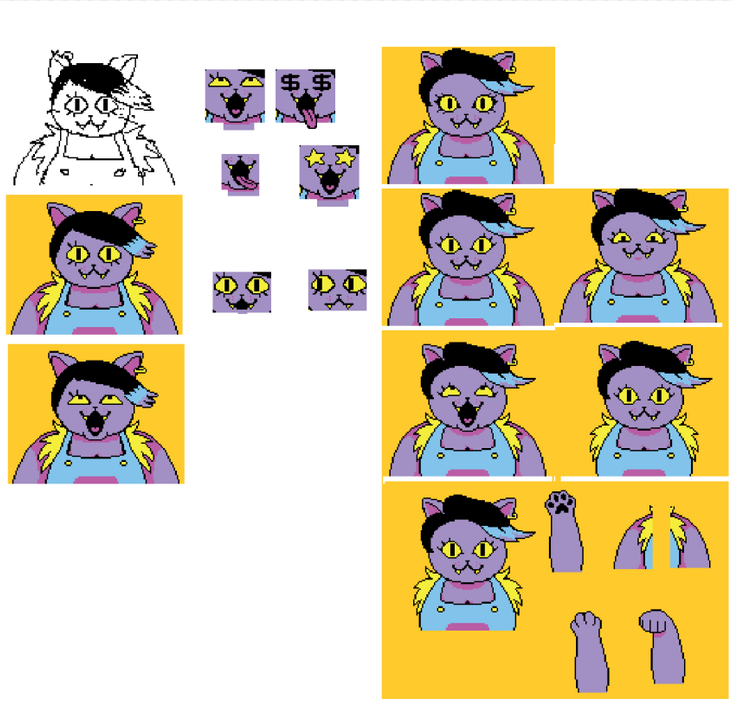
previous page
Photo Aug 05, 9 06 20 AM.jpg
Temmie Chang
Original sketch of Snowdin shopkeeper. I actually like the bonnet look. Why didn't I do that instead...?

left
shopkeepadoods.png
Temmie CHang

opposite page
BUYSELECTSCRN mockup.png
Temmie Chang
Temmie's original mockup for the shop screen. I like her item choices.

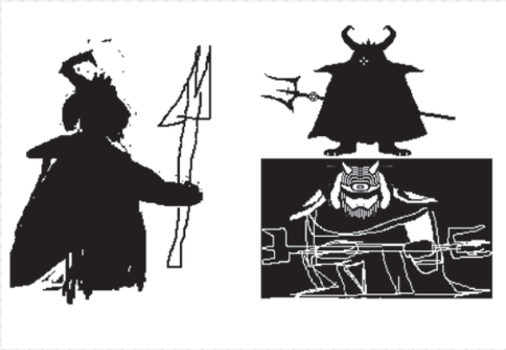
above
bratty_progression.png
Toby Fox & Ipgd
I drew the original Bratty on the left by myself, then Ipgd redrew the entire sprite from scratch. Then I adjusted her face really slightly. So thank Ipgd for B&C actually looking cute and good LOL

left
turtle.png
Toby Fox & Temmie Chang
I drew Gerson's face then Temmie drew over the rest.

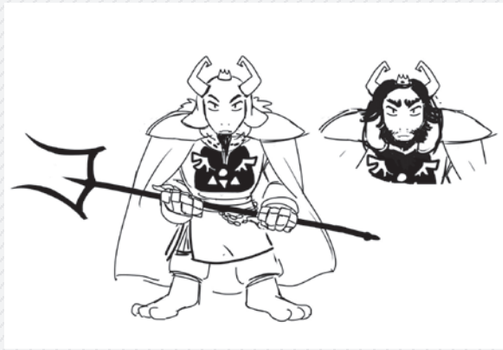


catty_progression.png
Toby Fox & Ipgd
Again, the version on the left was my "original" Catty, which IPGD updated to look better. I ended up reverting her eyes though.

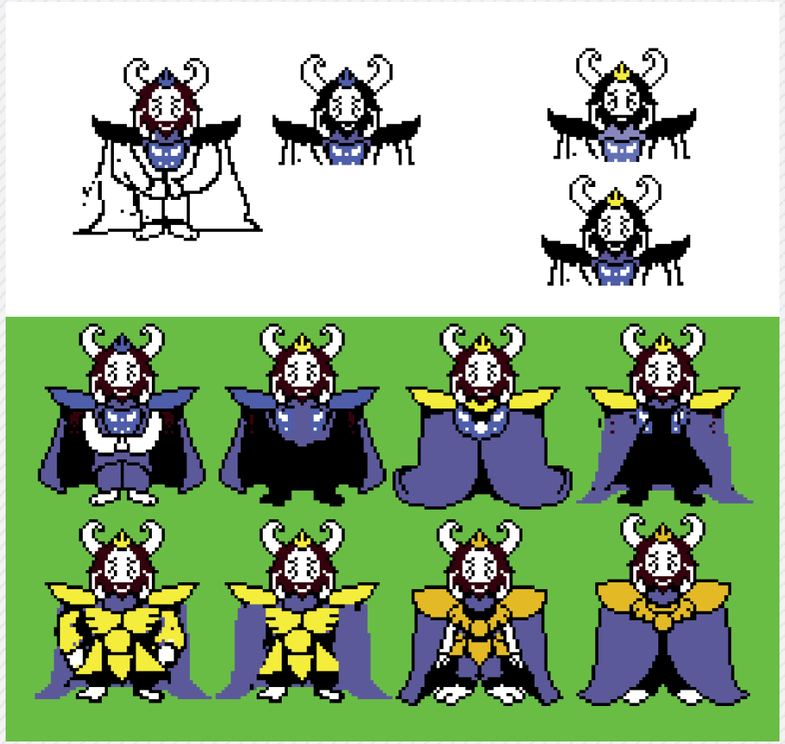
Asgore



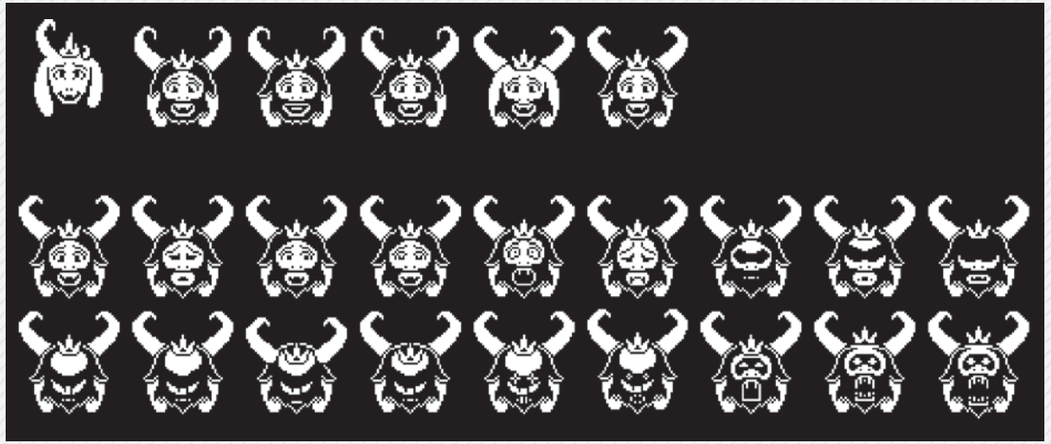
asgore_earlyconcept.png
Toby Fox
I tried drawing his battle sprite on the bottom right first. He was kind of like a combination of Sinistral and King Berebus from Brandish.



asgoreconcept.png
Temmie Chang
Temmie drew this. He looks weird without facial hair, doesn't he?

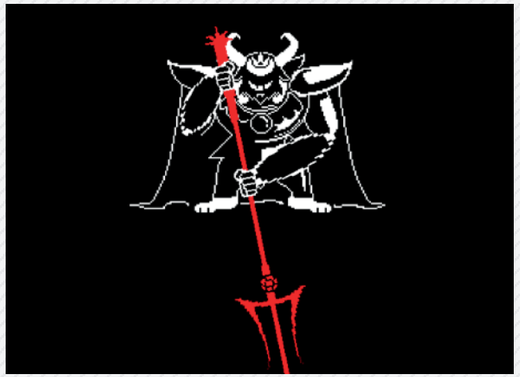


asgore_sprites.png
Toby Fox
Progression. His hair was black/brown for most of development. I only changed it to blonde at the end to make his overworld sprite more readable. I still never remember that's what color it is.



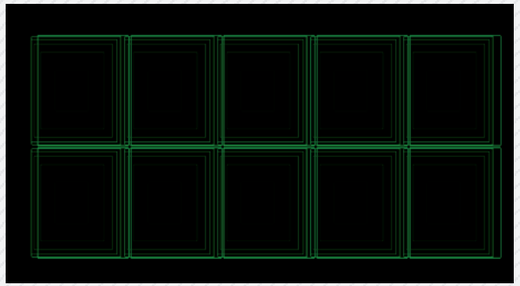
asgorefaces.png
Toby Fox
It took a while to figure out how his hair worked.

The face sprites at the bottom right were going to be from when he used his special attack. His eyes were going to flash six times in a row alternately, followed by six spear swipes. Then both eyes would flash white and he would lift his spear above his head, roar, and slam his trident into the box, creating giant shockwaves. I didn't implement this though, for a few reasons. First of all, it would have made the battle too difficult. Second of all, his spear wouldn't have even fit on the screen...

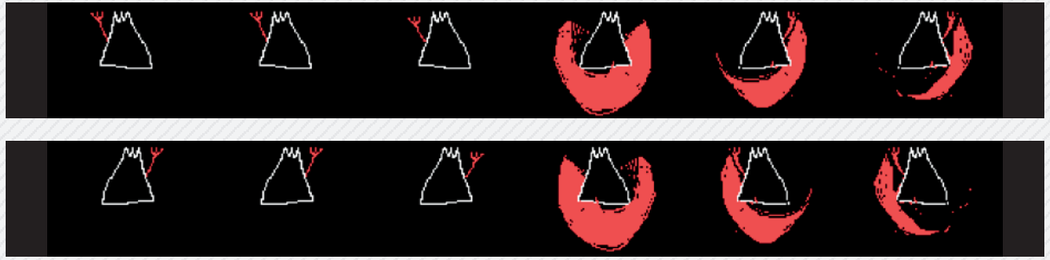


asgore_spearhold.png
Toby Fox
I actually programmed functionality for ASGORE to hold the spear from any angle (and spin it) but it looked... Not great. That's why his arms are balls.

asgore_spearswing.png
Toby Fox

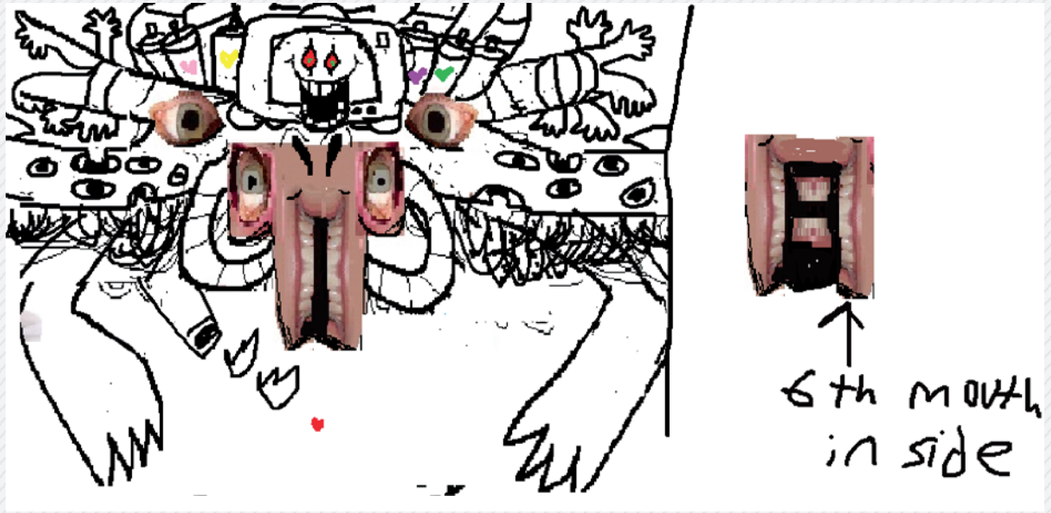


parallax_bg.png
Toby Fox
Originally I was going to have each major boss have their own moving box BG. ASGORE's was going to be a bunch of boxes slowly moving in parallax. I actually programmed this... But in the end I only did this for UNDYNE and just removed the BG for all the other boss characters.



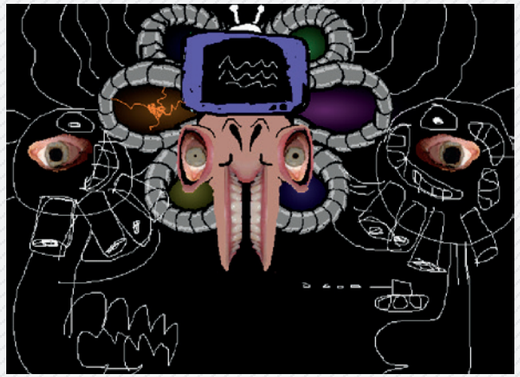
opposite page
spr_mockup_spearswingstrip12t.png
Toby Fox
This was a mockup to show Temmie how to draw ASGORE's spear swing. I actually asked three or four different people to draw ASGORE's spear swing animation because I'm not great at drawing, but in the end I had to do it myself... whoops.

Flowey (Boss)



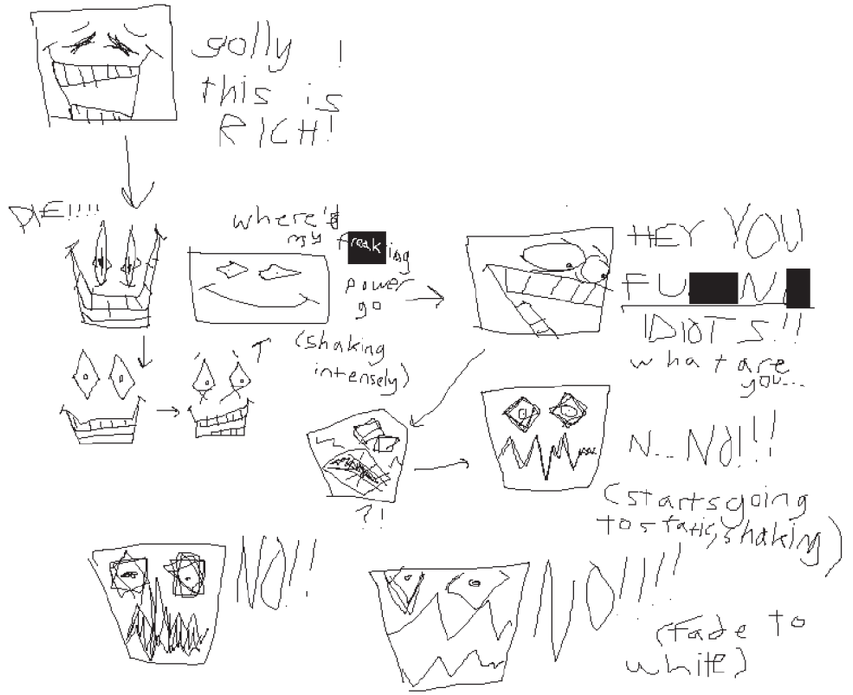
iamflowey8_test.png
Toby Fox
This was the original sketch I did for this form.
It ended up being redesigned a couple times until I
created something Everdraed was able to work off of.

floweyidea9999_3.png
Toby Fox
Still coming along, I actually programmed all of the moving parts before their graphics got upgraded.



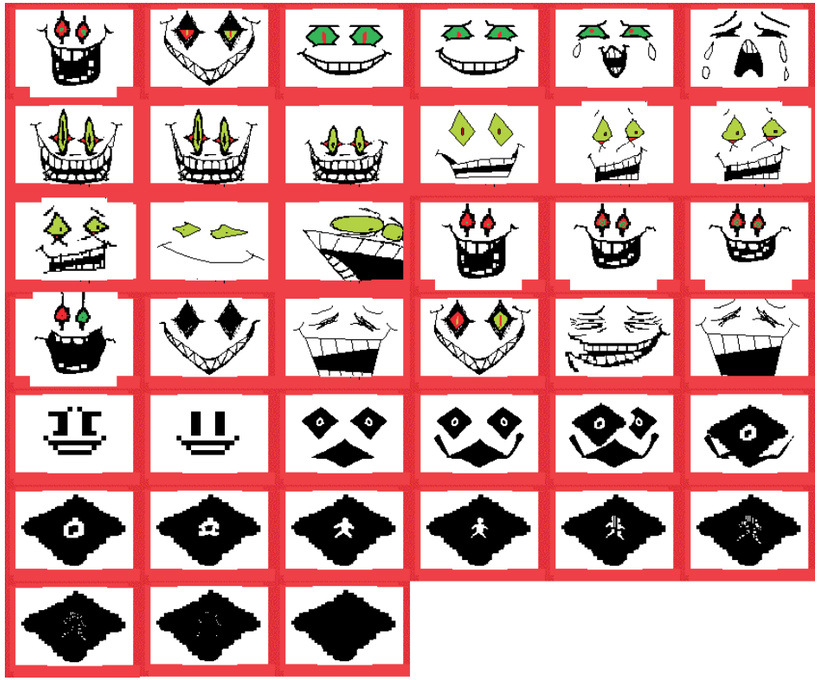
floweyidea9999.png
Toby Fox
Eventually I realized I could put the SOULS inside of the petals.

predraed.png
Toby Fox
This is what he looked like before Everdraed came into the picture. So everything amazing after this is his fault.



faces_insp.png
Toby Fox
I originally drew a different set of faces for the conclusion to the battle, but I didn't use them because they were too funny. Still really good though.

dk_faces_strip37.png
Toby Fox
The faces I created for the TV.



flowey_tvfaces.png
Toby Fox
I got pretty far with these before I decided I completely hated them.

draed_mid_1.png
Everdraed
Mid-development shot after implementing some of Everdraed's early concepts.

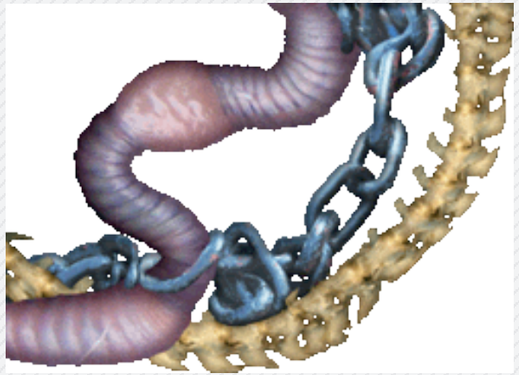
"Are you surprised? It's me, Everdraed. You can tell because my text uses a ~Special Different Font~ That's the Everdraed Difference! Unless it's a pain for whoever's putting this thing together in which case they can use the same font. If that's how things shake out, we'll just call it the Everdraed Sameness. Difference, Sameness, Familiar, Alien: these concepts are very important to me and the silly surprises I create.

I put together the Photoshopped image assets and baked animations for the Flowey fight. I remember being so blown away by Toby's Undertale demo that I immediately shot out an email asking if there was any way I could help with the game. Imagine my surprise when Toby replied he was actually thinking of me specifically for an important encounter... So 'ere I am! That's Everdraed.

I do a lot of Photoshop, video compositing, and animation projects that tend to be pretty absurd, utilizing a lot of very strange source materials. For the Flowey fight I was tasked with making the visuals... 'unsettling.' I think my natural take on 'unsettling' couldn't possibly be in such a kind, family-friendly game as Undertale, but I tried my best! I was really impressed by Toby's... diplomatic? responses to some of the weirder things I suggested. Toby's friendly back and forth over designs and seeing the fight slowly evolve into the absurd encounter it ultimately became made the experience tremendously fun for me!

I intended for the messed up teeth to be a sort of reactive damage state for the last section of the fight. I really like obvious visual signifiers of progression for changing game states, so seeing that your attacks could now hurt Flowey and knock a few teeth out of his perfect smile felt like it could have been a 'mmm that's satisfying' thing to me. Them resetting back to perfection on Flowey's state load would have been a nice additional kick to the player's teeth too!

You can see the Giant Side Vines also went through some iterations. Originally I wanted to animate really crazy undulating vines but I think attempts to go in that direction not only made them a little too visually distracting but also a huge pain for Toby's layering of assets behind them." – Everdraed



spr_bgpipe.png
Everdraed
"Ah, the bones and chains! Nothing says 'Big Bad Boss' like 'em. I thought they gave a nice mixed 'animal, vegetable, mineral' vibe and originally intended for them to be (surprise) weirdly animated, with each element struggling against the others.

On a side note people seem to miss the straight-up worms I tossed in with the tubes. I love those worms, please don't forget about them!" – Everdraed

draed_BG.gif
Everdraed
Everdraed made a BG of more moving vines, but it made things look a bit too busy (which made the bullets more difficult to dodge) so I never implemented it.

"It's too bad they weren't conducive for gameplay because dang it Toby these vines owned!! Them and the crazy undulating GSV concepts felt like a nice way to really push the 'unrestrained weed-like growth' vibe (one of my favorite vibes)." – Everdraed

draed_TYTYPE1.png
Everdraed
“At one point during development I wanted to make some reactive visuals for the fight to be displayed on the telly, generally playing in response to the player being hit by specific attacks or other events unfolding. These are two examples out of a few I did, I think most of the concepts I came up with involved questionable source material (in both, uh, content and rights usage??) so they were ultimately scrapped.”
– Everdraed

draed_TYTYPE2.png
Everdraed
“If I don’t say what this is, would people speculate about it? Would these inexplicable pixels spark untold discussion? Is just putting this here, unlabeled, sowing the seeds of near limitless possibilities?

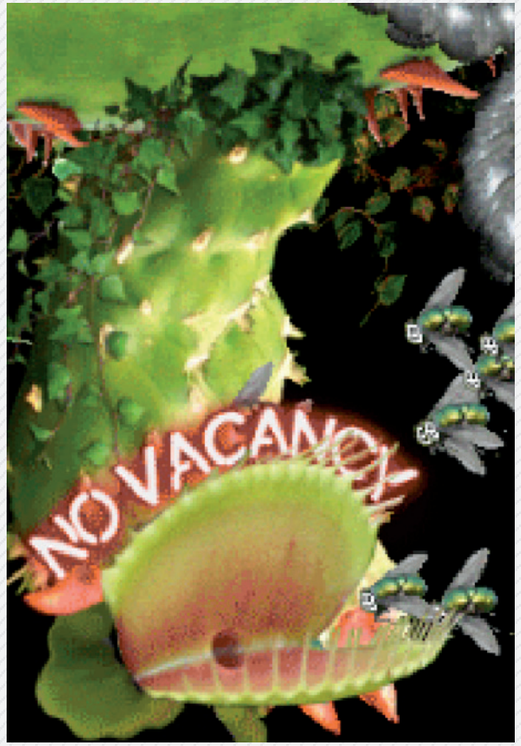
...

It’s a house falling down.

hears the death groans of UT theories yet to be cruelly crushed underfoot

yah, you’re welcome!!

scrapes off bottom of shoe on the coffee table” – Everdraed



left
draed_novacancy.png
Everdraed
Originally, Everdraed added a “VACANCY” sign on the fly attack that would turn to “NO VACANCY” when the arm was full of flies. It was hilarious, but in the end I felt like it was just a little too lighthearted.

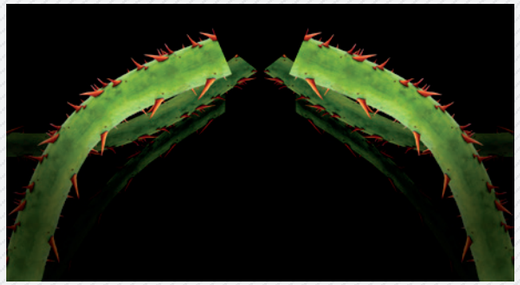
“Haha, I guess to me the NO VACANCY gag was less lighthearted and more... weirdly mean-spirited childlike whimsy? Sort of a roach motel concept that at first seems playful but is actually kinda sinister and gross when you think about it. In my mind it could have been a way to further vary that attack, IE on switch to NO VACANCY the remaining flies change direction as a further projectile threat to the player. Then again, the fight probably ended up complex enough without really unpleasant attack behavior changes.” – Everdraed

right
draed_newnostril.gif
Everdraed
“why did I make this??
who nose

Despite being printed this is still an animated .gif, so please imagine some real weird sniffing action. Weirder!!
Thank you.” – Everdraed

"The assets I created ended up being displayed fairly small in game (teeny weeny being the technical term), but most of their working files are quite large (again honkin' humongous if you want to get technical). I usually try to edit photos at their original resolution and resize at the end depending on the deployment and Flowey was no exception.

Unfortunately a good number of Flowey's assets were based on the exact dimensions of placeholder sprites so I don't have a giganto high res version of the full enchilada... At some point I'd like to put one together though! Anyway, here's a few random high res images I found in some PSDs. Enjoy!" – Everdraed



right, top

HDBGvines.png

Everdraed

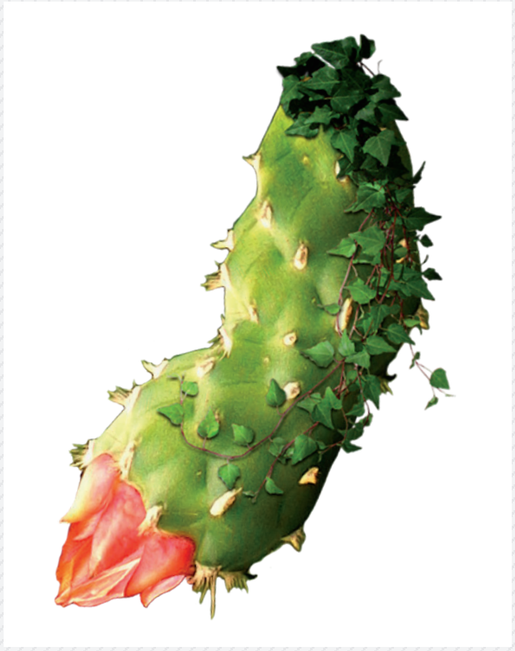
"Not to be redundant but dang it Toby, these really did look so cool!!" – Everdraed

right, bottom

HDtrap.png

Everdraed

"At first I imagined this dude was just gonna pop up from the bottom and cause trouble. And apparently have arms?? I guess to swat gross little non-flies away. But at about this time we realized the big cactus arms, despite looking cool, didn't really do anything menacing or surprising. So they became its home instead!" – Everdraed



HDarm.png

Everdraed

"Early on I thought these cactus arms could possibly be weird ultra-beefy human arms?? That didn't work out but just imagine... mmMMmm, coulda been SO beefy.

Like just about everything else, I originally wanted these arms to be very elaborate and a huge pain for Toby to implement (sorry Toby!). There was an intro animation where they bent into position with the non-claw petals pulling in, them swinging around, etc. We talked about a petal storm attack to give them something to do, but the fly trap really nicely fit that projectile role and is much more pleasantly unexpected." – Everdraed

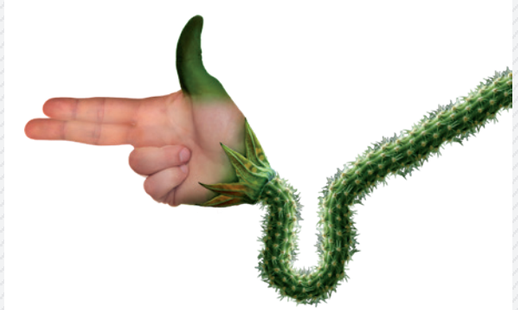
HDflyani5.gif

Everdraed

"Again you can't see it, but this is a gif and it's flapping its wings and jittering its legs REALLY fast. That's the power of 0 millisecond frame delay!!" – Everdraed

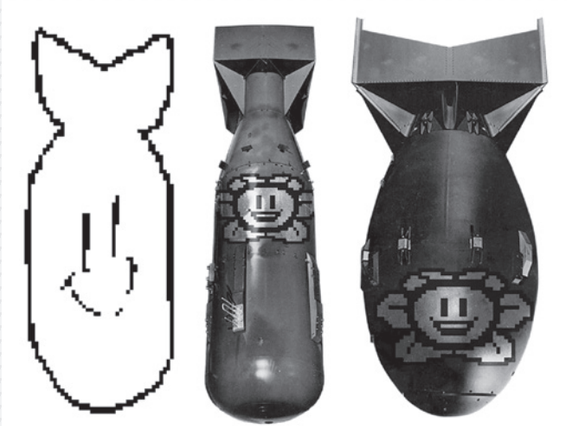
above
HDhandvine.png
Everdraed
“Reach out and touch someone.

[Only with consent]” – Everdraed



right
HDhandgunvine.png
Everdraed
“Reach out and shoot someone.

[Don’t, even with consent]” – Everdraed

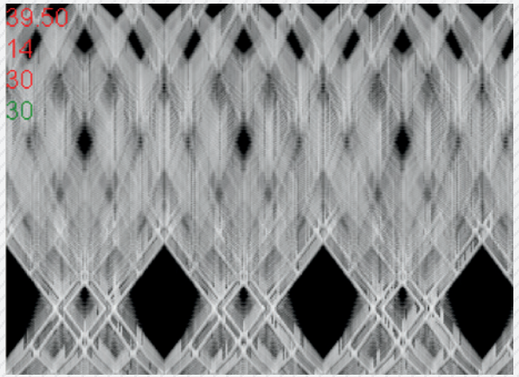


left
HDbombs.png
Everdraed
“Toby’s placeholder sprite, an unused bomb, the actual bomb. These are very light edits of two infamous, terrible bombs. Hopefully using them as a base isn’t taken as a sign of disrespect, one of the core concepts I return to repeatedly for my personal projects is taking horrible, unpleasant footage or subjects and trying to put a ‘happy face’ on them.

The intention isn’t to mock, but to call to mind the original content and accentuate its inherent nasty nature against a backdrop of childlike whimsy. Essentially parsing the awful, unimagineable through the eyes of a child and attempt to come to grips with it. Having to do that a lot as a kid has stuck with me.”
– Everdraed

Asriel

evil_toriel.png
Toby Fox
ASRIEL's adult boss form was actually inspired by a program I made to test visual effects that I put an image of Toriel with evil eyes into. I don't know why I gave her evil eyes, but it looked so cool I felt like I had to do it in the actual game.

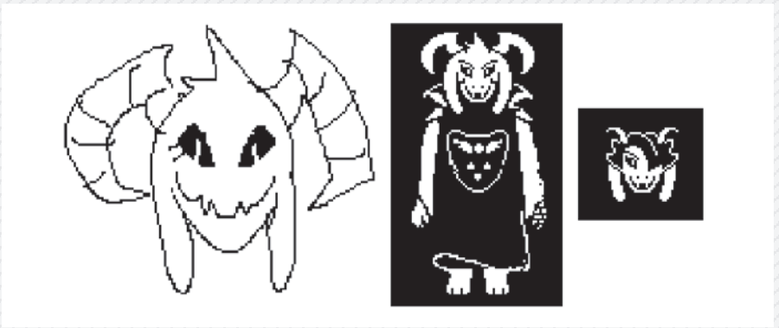


wavetest.png
Toby Fox
Example of an image from the program.

asrielkid.png
Toby Fox
First idea for him as a kid... Not really cute enough, and he has horns somehow.

When I first came up with the idea for Asriel I envisioned you fighting him as a child. I didn't stay on this idea for very long though.

asriel_boyband.png
Toby Fox
I considered giving him boyband hair for 5 seconds. I've seen fanart of him with this kind of hair. So I'm glad in the end I was able to communicate he was this kind of character anyway.

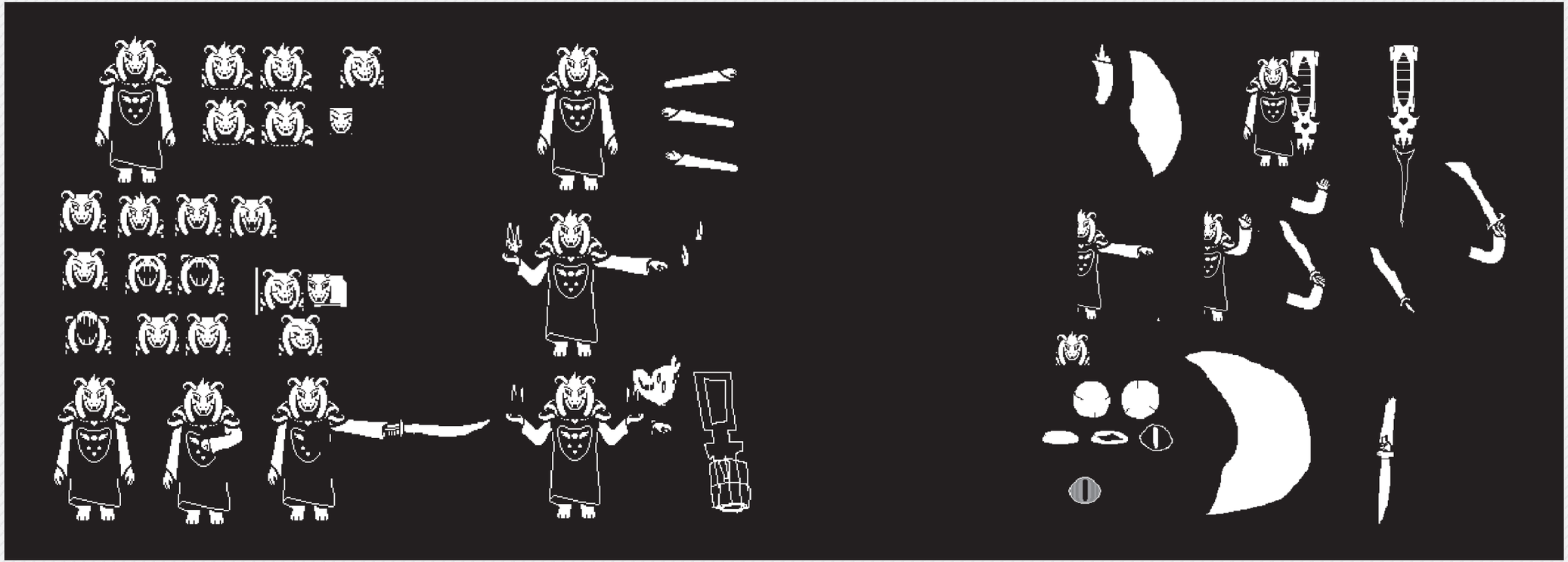


asriel_redesign.png
Toby Fox
Played around with the idea of giving him cooler horns but it just looked too stupid.

Everytime someone calls final-boss Asriel hot an angel gets its wings.

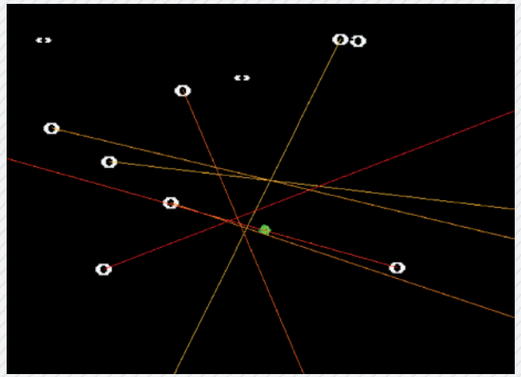
An angel of death.

above
asriel_progression.png
Toby Fox
He looks like a doofus standing there so I decided to make him fly.

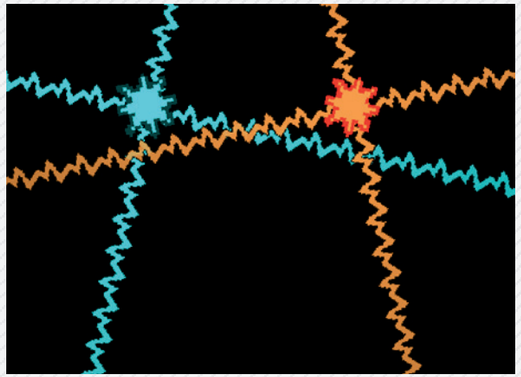


asriel_body_sketch.png
Toby Fox
Figuring out ASRIEL. There are some unused faces in the top left. It took a long time before I gave him his signature cute tuft of hair.

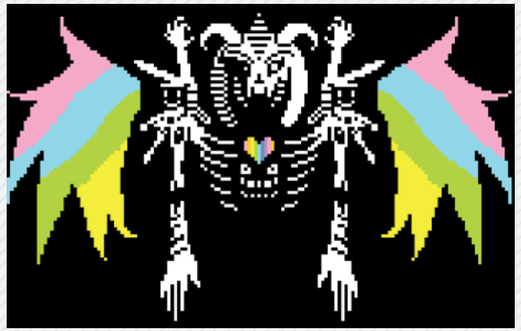
The eye in the bottom left is from an unused attack (I programmed but didn't put in the game) where his head spins around so fast it turns into an eye that fires out a bunch of wiggling beams you have to dodge. It was too difficult to dodge, though.



eyebullet.png
Toby Fox
Scrapped move where eyes appear around the room and fire lasers.

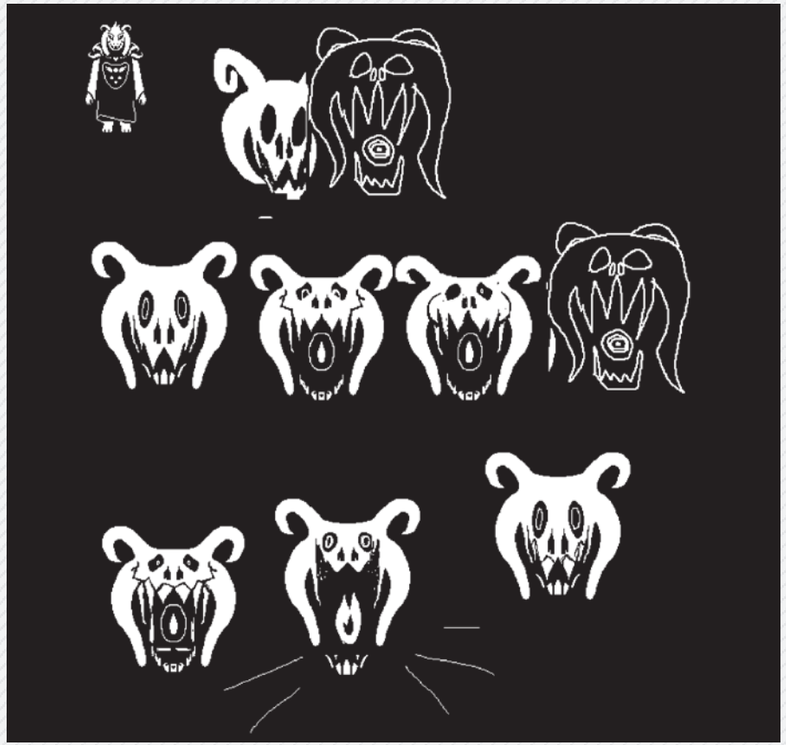


cross_thunder.png
Toby Fox
Scrapped move where Asriel fires cross thunder from both hands.



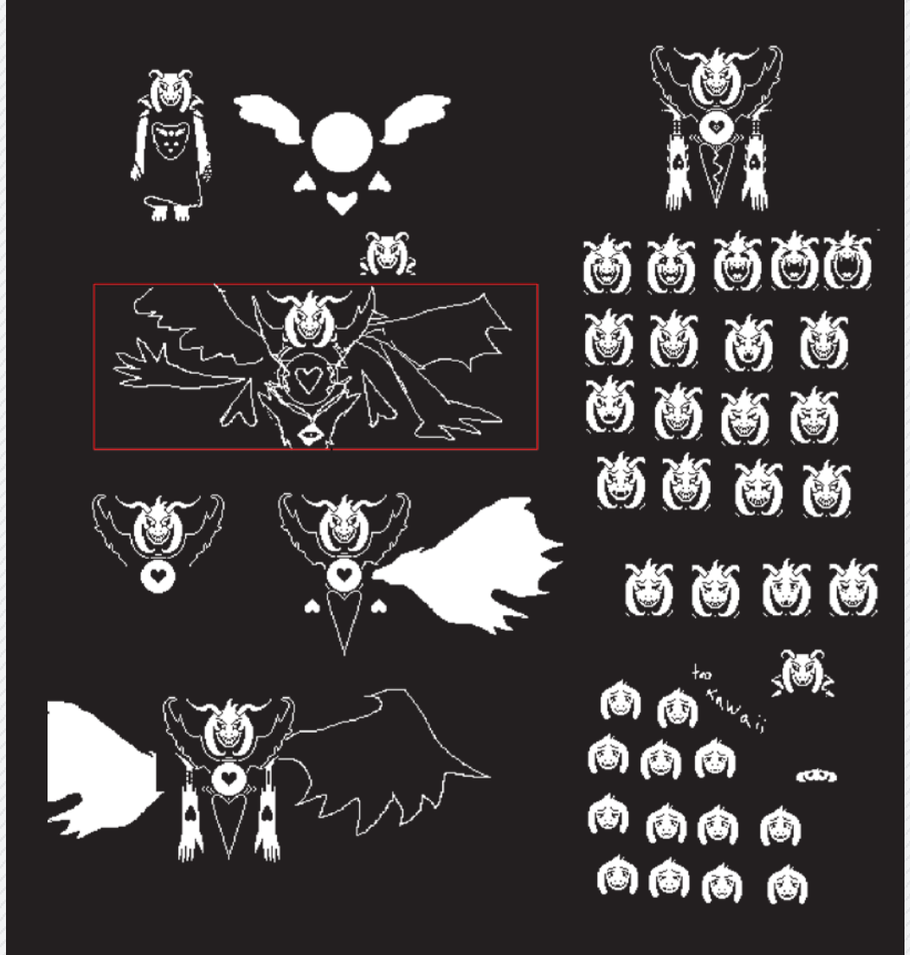
big_angel.png
Toby Fox
Early version of Asriel's final form. I drew this before I had even finalized his normal form...

big_angel_b_strip4.png
Toby Fox



hypergoner_zero2.png
Toby Fox
Figuring out what Hypergoner looked like. Look how happy it looks at the bottom. Thank God.

All in all, I'm pretty proud of how the Asriel battle turned out because I did all of the graphics, ideas, etc. for it myself. Minus the sepia-tone intro-style images. Those were Temmie.



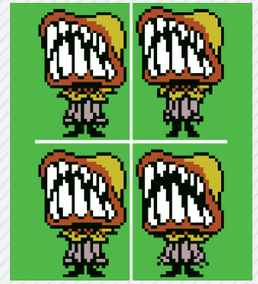
asriel_finalform.png
Toby Fox
Some unused faces here. I wanted him to take up the whole screen because that's what final bosses are supposed to do, right?!

Misc. Characters

PUMPUNK1.png
Toby Fox
Vegetoid started as a pumpkin named Squashy.

Whimsun.png
Toby Fox
There was going to be a harder version of Whimsun with butterfly wings. Didn't look good though.

CART.png
Temmie Chang
Temmie's first drawing of the Nice Cream guy. I ended up changing him slightly.

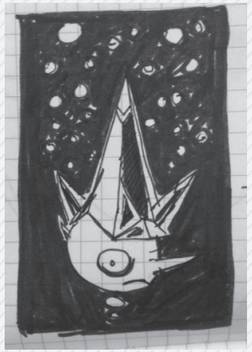


Pirhana guy.png
Temmie Chang
He has a body...

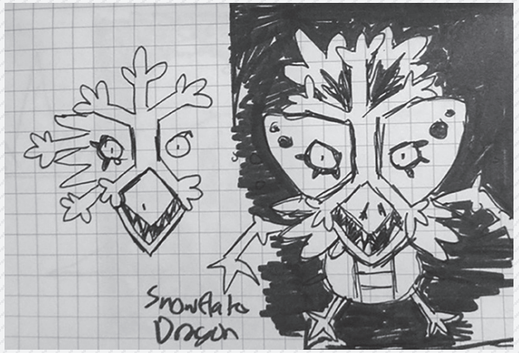
wolfy.png
Toby Fox
Trying to explain to Temmie how to draw Jimmy Hotpants.

i slept really well!!! ever though my friends kept SNORING!
what a great rest! now, if only those other two wouldn't snore...
nothing like a good night's sleep. the other two couldn't even keep me up!

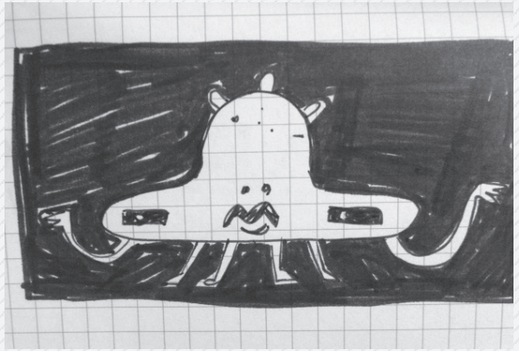
bed2.png
Toby Fox
After sleeping in the inn in Snowdin you were going to be able to talk to the NPCs sleeping in the bed but I didn't add them. I guess I just forgot and don't care.



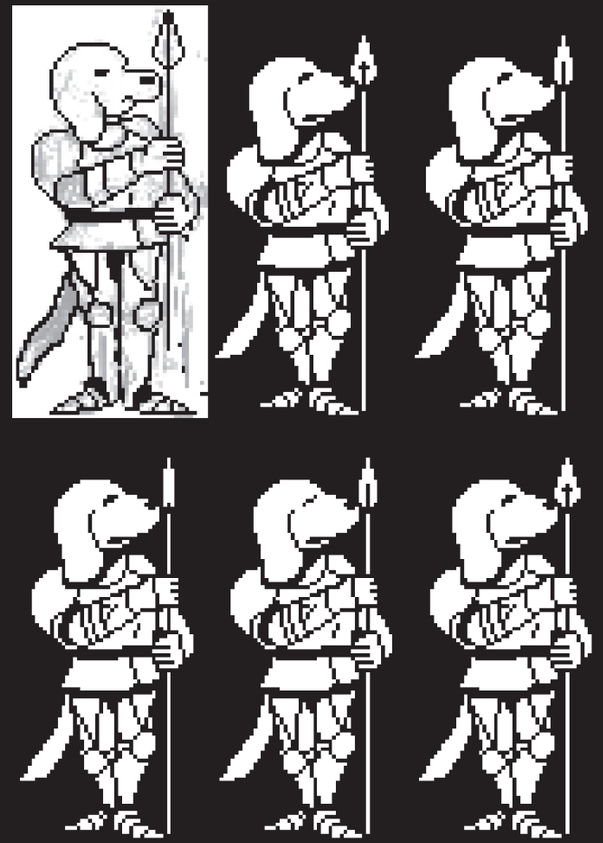
ice2.jpg
Magnolia Porter



ice1.jpg
Magnolia Porter



jerry2.jpg
Magnolia Porter

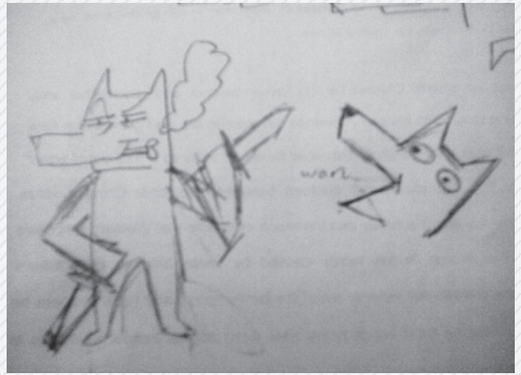


above
huskydoge.png
Temmie Chang

left
dogbasset.png
Toby Fox
Originally Temmie drew her own designs for all of the dog enemies in Snowdin, but they all looked too... real? Basically they didn't look crappy enough so I ended up drawing my own versions instead.

above
labnightdoodle.png
Temmie Chang

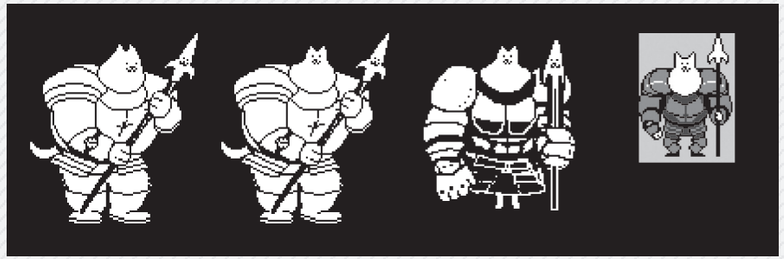
left
dogsketch.png
Temmie Chang



husky1.jpg
Toby Fox

husky2.jpg
Toby Fox
All I have of Doggo's origins are these extremely low quality phone camera pictures of a sketch I did on notebook paper. People really wanna kiss this character. Think about that.

marriage doge.jpg
Toby Fox
Once again, another high quality origin sketch. The marriage dogs are inspired by Brian Lee's Trobblers.



above
greaterdog.png
Toby Fox
The sprite on the left was based on Temmie's sketch but I just decided to... redraw it. Then Temmie helped clean up my version.

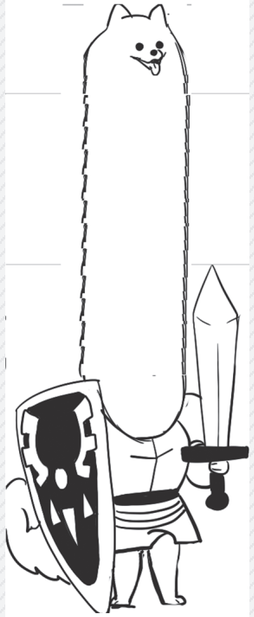
right
tutorial.png
Temmie Chang
OK so I don't even have the original version of this anymore but this image has a great story behind it.

I told Temmie to draw a smaller version of Greater Dog as a counterpart, so she did... but her sketch had this like, weirdly long and puffy neck. So every day after I told her that I had some important concept art to look at.

And then every time it would just be her drawing of the dog, but with its neck badly extended in MS Paint.

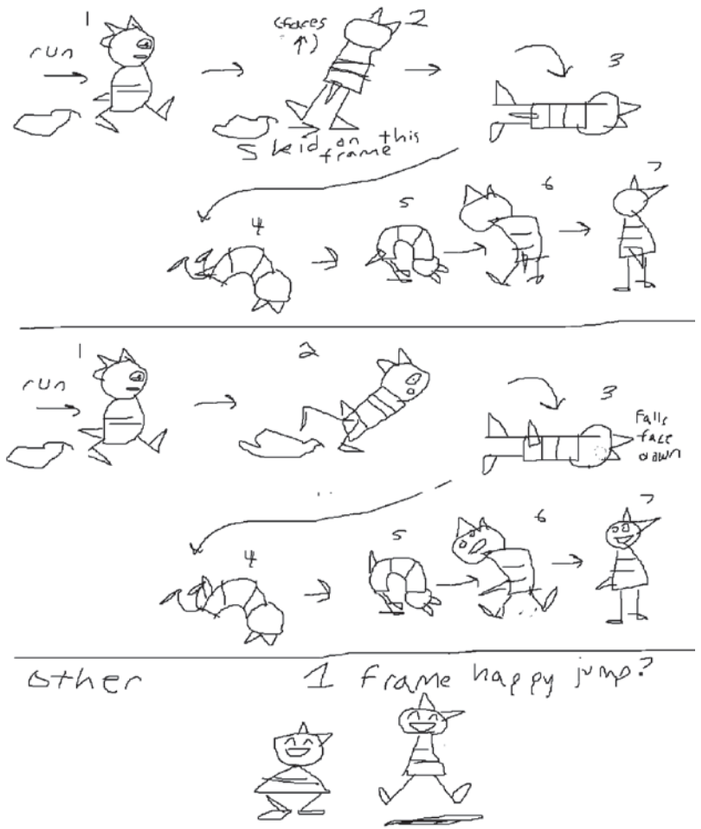
Until it just reached this point and its neck was really long.

Anyway that's where the idea for Lesser Dog came from. Just annoying Temmie.



GREATER_DOG.png
Temmie Chang
Temmie didn't need to draw this but I'm glad she did.

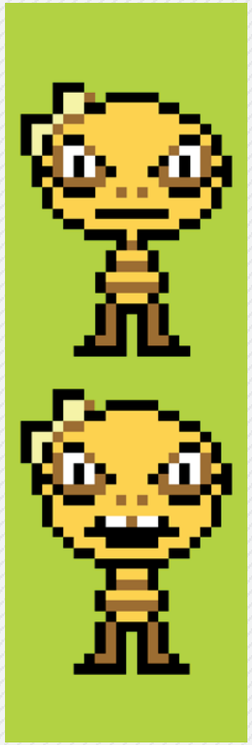
monsterkididea.png
Toby Fox
Ideas for how to do Monster Kid's tripping sprite.

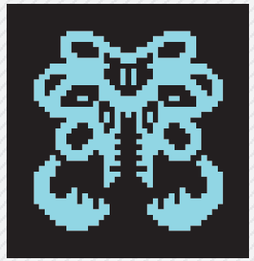


above
monsterkid.png
Magnolia Porter
Magnolia's Monster Kid design.

Magnolia's comment: "I really enjoyed designing such simple, fun monster ideas, and I was very happy and proud that Monster Kid got an expanded role."

right
Monster_Kid.png
Temmie Chang
Temmie's first sprite of monster kid. Looked too angry, so I changed the face.

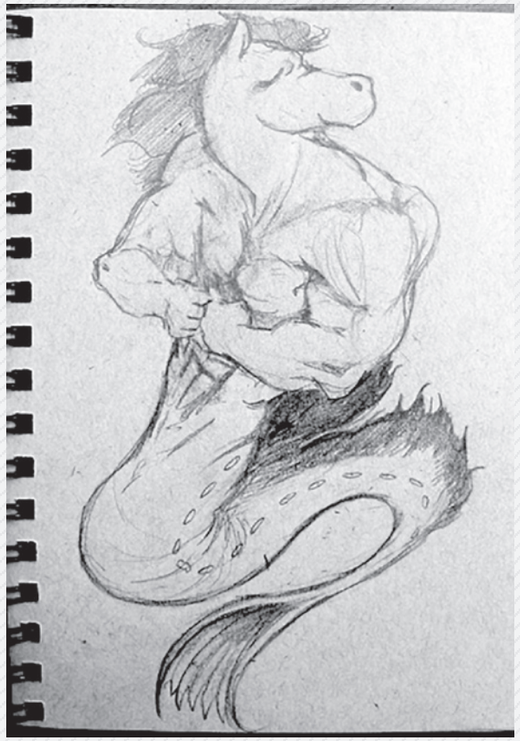


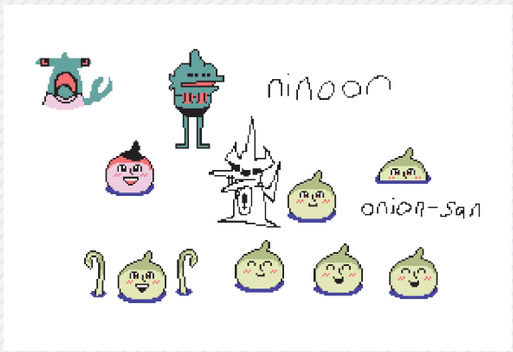


above
beast_drawing.png
Toby Fox
This was going to be on a wall in Waterfall but I didn't put it in because it didn't... make any sense.

above
shyren.png
Toby Fox
Sometimes it's best not to remember.

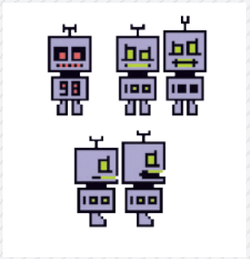
right
AARON2.png
Temmie
A friend of mine jokingly told me to make him "an enemy in the game" and make him "very muscular and strong." I took this opportunity to make Temmie draw a muscular horse because she hates muscles and horses.



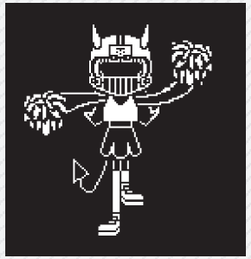


anime_octopus.png
Toby Fox
I actually drew like a bunch of Onionsans and then never put any into the game? You can pretty much tell I added them at the last minute.

grillby.png
Temmie Chang
He's pretty hot, right?



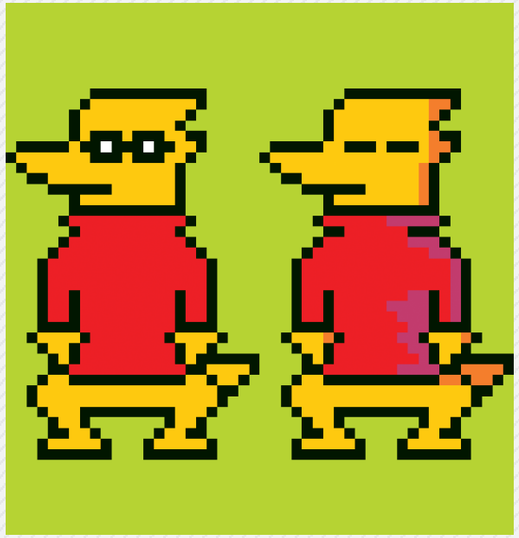
robots.png
Toby Fox
Hotland was originally going to be full of robots and cyborgs but as time went on it felt weird to have any besides Mettaton.



cheerleade4.png
Toby Fox
There was going to be a cheerleader enemy in Hotland who was going to come with a Woshua and a Vulkin wearing oversized football helmets. They were both going to hop up and down excitedly.

larpy7_dbl.png
Toby Fox
Another unused fire area enemy, Larpy was going to be the larping Harpy that would narrate every in-battle action as if it was an RPG game. To win you would have to play an RPG within an RPG.

boatman_idea2.png
Toby Fox
The boatperson was randomly going to wear a flowery muumuu... I didn't implement this though.

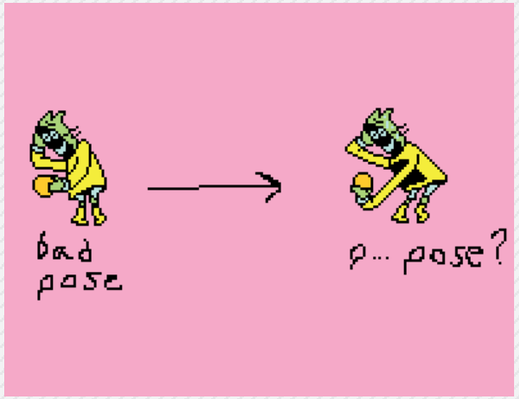


lizard.png
Toby Fox
Some random NPC. Originally there were going to be more lizards in Hotland and more fish people in Waterfall. This guy reminds me of Cheez-its.

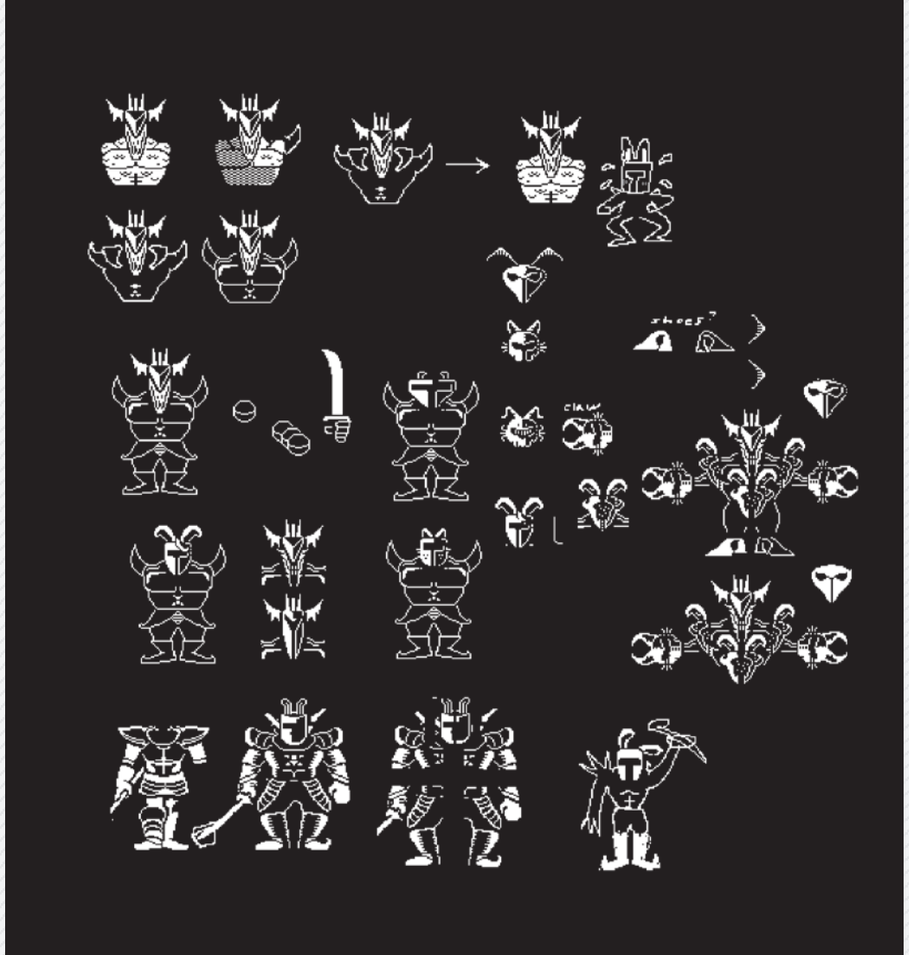
fashionbomb.png
Toby Fox
Originally I was going to give all of the MTT Bomb encounters their own graphics. But I didn't.

present_.png
Toby Fox

harpy.png
Toby Fox
I like this design.

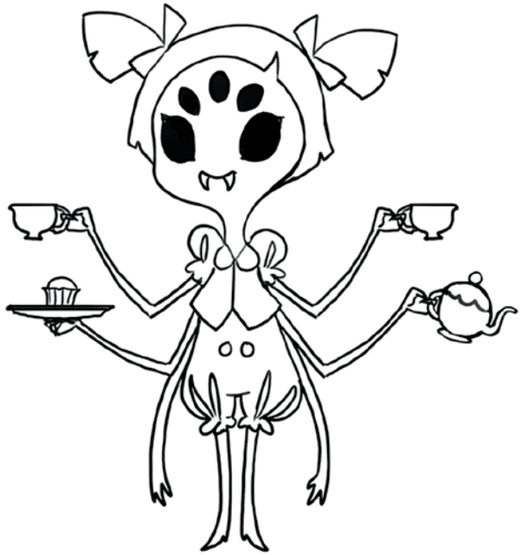


p..pose2.png
Toby Fox
Life's a process.



royalguards.png
Toby Fox
Sketches of RG01, RG02, RG03, and RG04. I actually programmed a battle with RG03 and RG04 but didn't have any place to put it in the game proper.

They were also going to have an amalgamate form altogether called "ASURA."

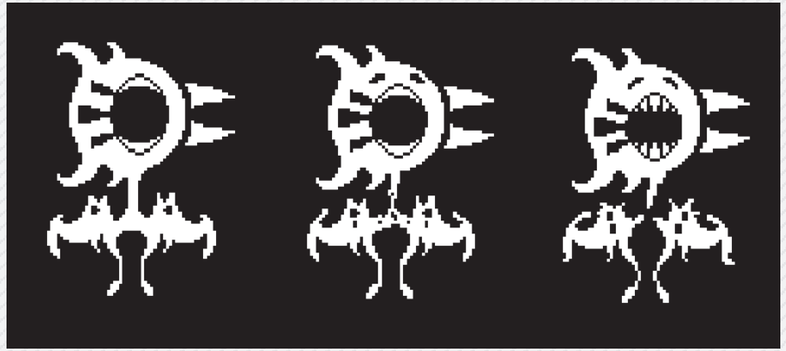


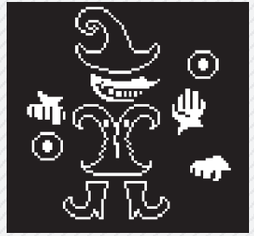
left
finalfroggis.png
Toby Fox
Final Froggit's first design looked different and had its own croaking animation.

below
amalgamate1.png
Toby Fox
I created Reaper Bird first but I realized it wasn't creepy enough so I gave it longer legs in-game.

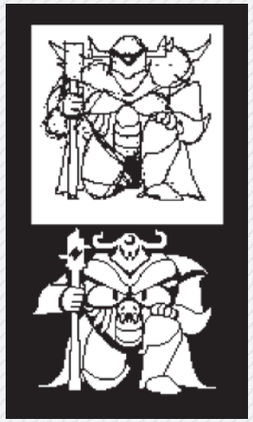
opposite page
muffet001.png & muffet002.png
Michelle Czajkowski
Michelle's original drawings of Muffet. I more or less traced them and put them directly into the game.

I was so lucky to have her as a backer. What a great design!!!

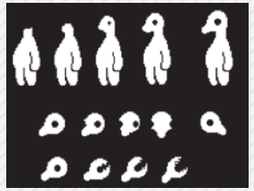




wizard_final_3.png
Toby Fox
Originally they had kind of a Rayman thing going on here. Or should I say... Plok? No, I shouldn't.



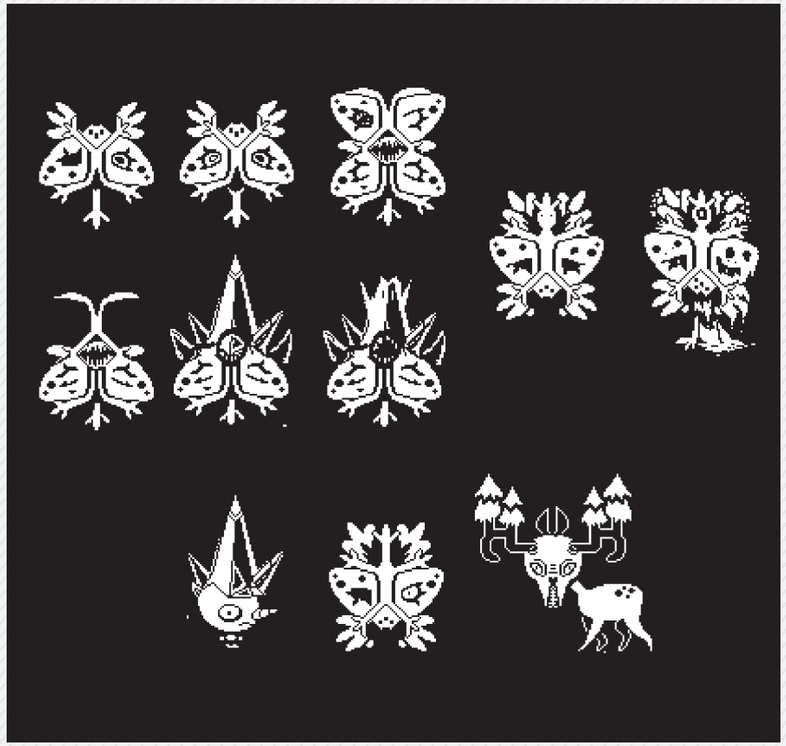
nightknight.png
Toby Fox

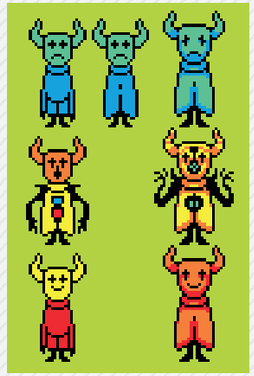


spr_strangeman_losinghead.png
Toby Fox
Name: Everyman

Description: Just a good guy who shows up on occasion.

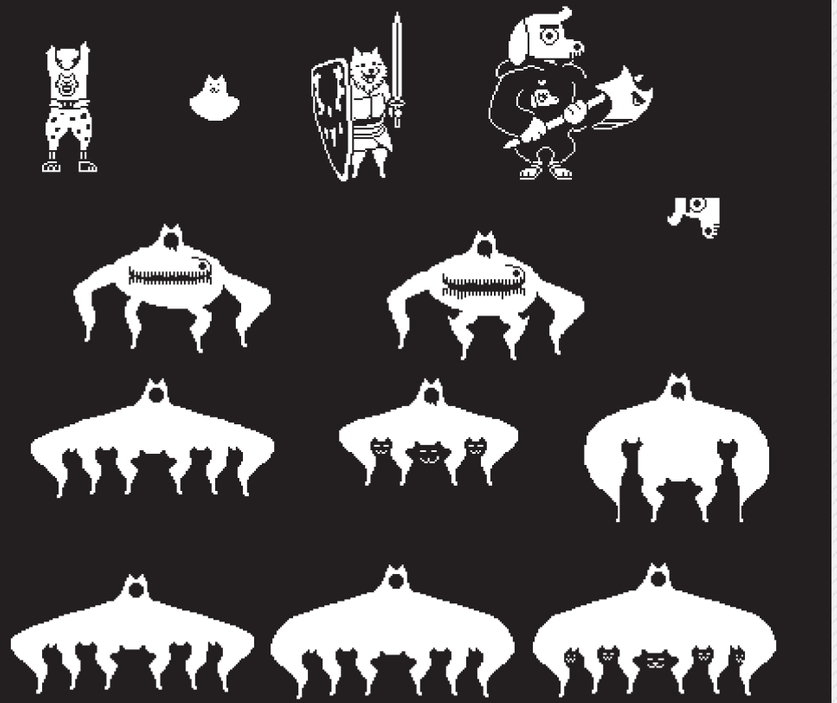
spr_whimsun_reaper.png
Toby Fox
Different idea for Whimsalot.





above
demons.png
Toby Fox
Originally there was going to be a frowning demon NPC later in the game. I have no idea why I didn't do this. I think I forgot to. Also, there was going to be an amalgamate version.

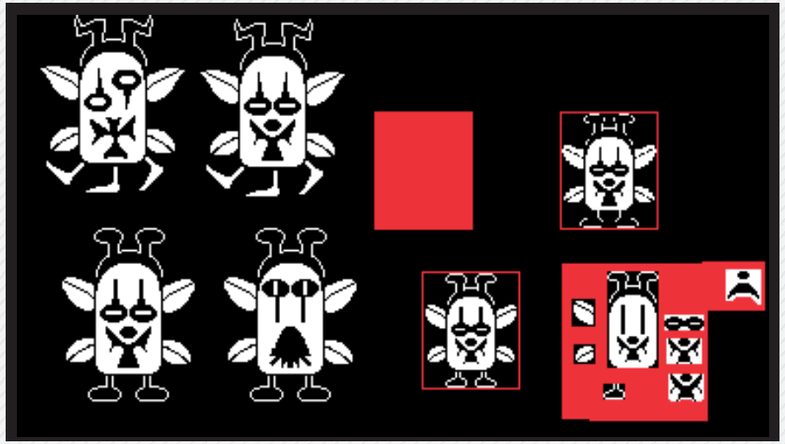
left
ice_enemies.png
Toby Fox



dogcanvas2.png
Toby Fox

water_enemise.png
Toby Fox
Yes, it is a reference to Gunstar Heroes.

sunshine.png
Toby Fox
Hard mode enemy sketches. I only regret not being able to include Mr. Sunshine and the Troubleboys.



migospel_1.png
Toby Fox
I originally drew all the hard mode enemies larger than necessary for some reason.

moldess_0.png
Toby Fox
Moldessa and some cute face configurations.

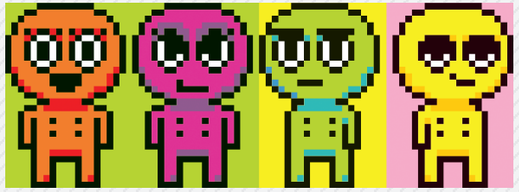
opposite page
monsters10 .png
Temmie Chang
random monsters temmie drew early on

right
monstrr 2 .png
Temmie Chang
One of these guys is actually in the game.

Monstrr .png
Temmie Chang
More unused designs. I like the bird-ish one. And the broccoli unicycle...?

NPCSKEtCH.png
Temmie Chang
Tem NPCs

NPC 2 .png
Temmie Chang



npc_generics .png
Toby Fox
Placeholder NPC graphics. I actually ended up using one of these.

placeholder.png
Toby Fox
I don't know what this is

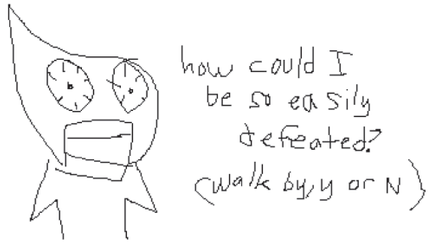
tob npc 1.png
Toby Fox & Temmie Chang
Someone likes art

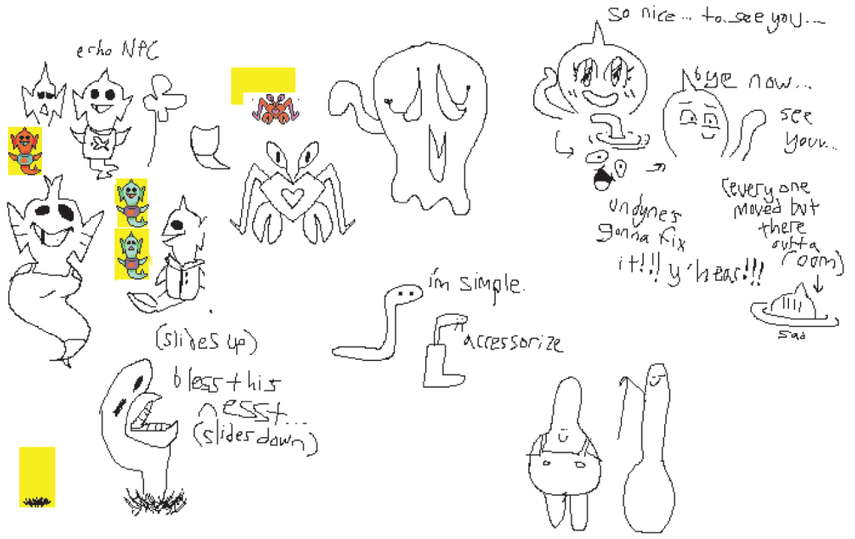
right & following two pages

morenpcideas_fleshedout.png

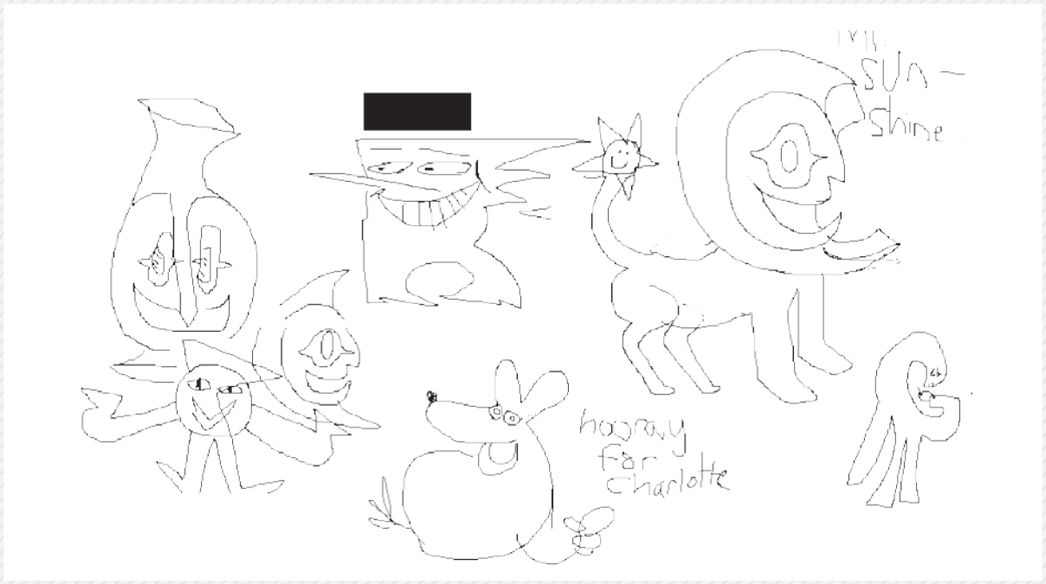
Toby Fox

Just random NPCs. I actually sprited some of these and didn't put them in the game...



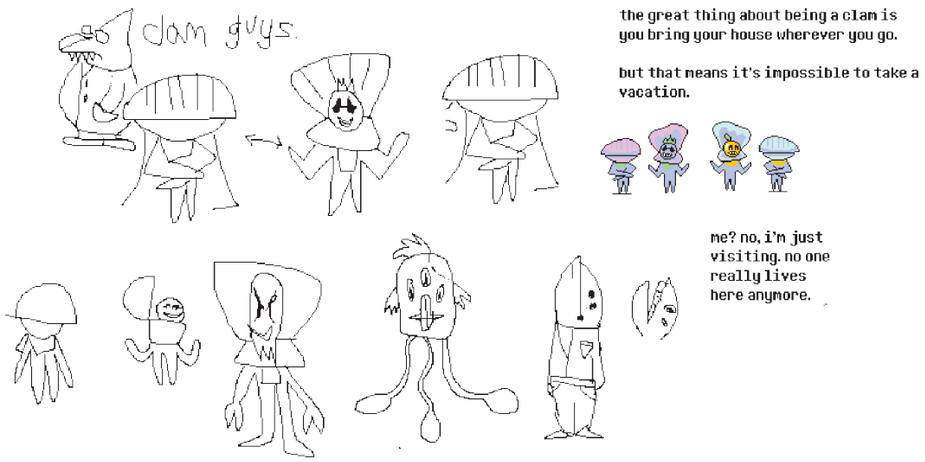


bird cries → when you check echo flower
"my heart... my heart is high. i want... i want to fly. but there's... there is no sky."
ehehehehah... don't I have nice teeth?
going for a walk...
i'm carter's family.
coraler will join the Royal Guard.... they train in the city. I'll be the one to free my family!
i prefer not to discuss my personal life.



above & following page
npcideas_more_flesh.png
Toby Fox
"Hey, it's Mr. Sunshine!"

Mr Sunshine: SHUT UP!!!!!


dam guys.
the great thing about being a clam is you bring your house wherever you go.
but that means it's impossible to take a vacation.
me? no, i'm just visiting. no one really lives here anymore.

right & following three pages

npc_ideas2.png

Toby Fox

More unused NPC ideas. There's Burgerpants. He kind of started as a Parappa-inspired character and then went... wrong.

"Monster in a box!!!!" "That's me." There weren't enough boxes to make this idea work but I wanted to do it.

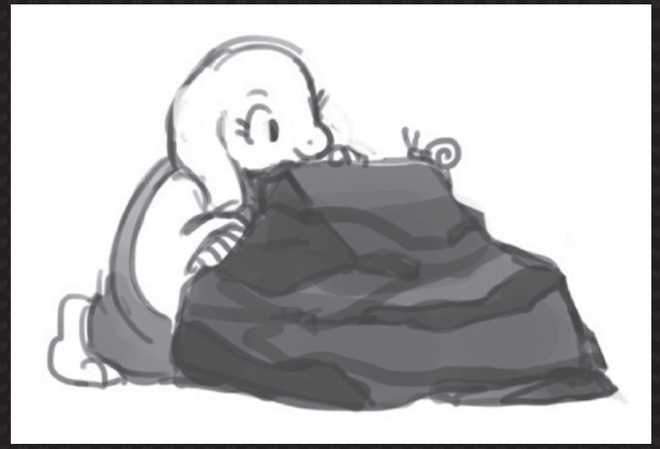
Big stomper's really popular. Why wasn't he included?

opposite page
undertale monsters1.png
Magnolia Porter
A smorgasboard of Magnolia Porter monster designs for the fire area.

I reappropriated Gyftrot for the ice area and changed its horns. Vulkin's here.

Magnolia loves seagulls so she included a seagull monster here but I did not take the bait. Sorry Mags.

Magnolia's comment: "I thought Toby was going to want more polished sketches, but he said these were fine."



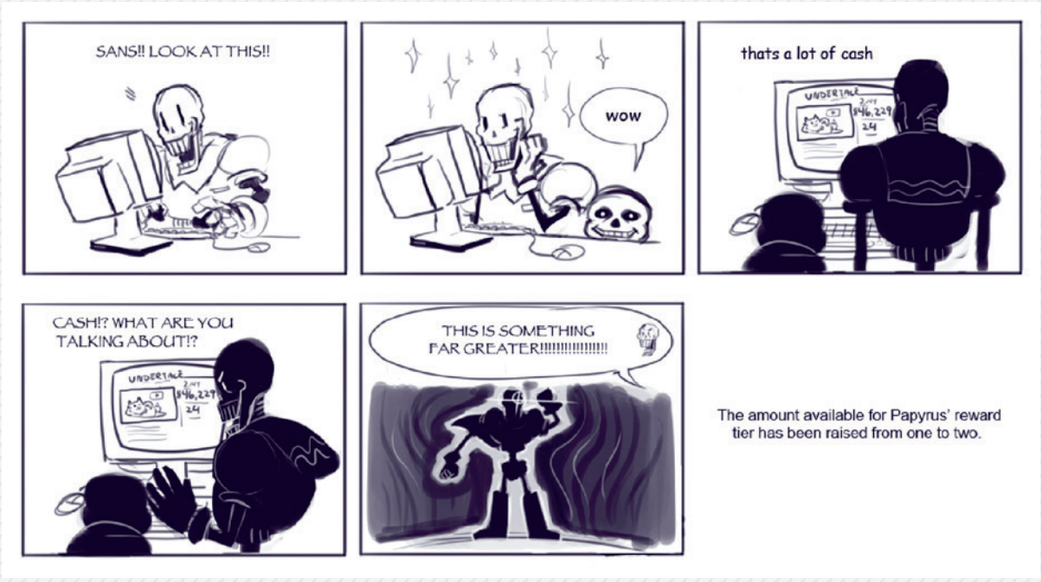
Comics & Illustrations

Here's stuff from the kickstarter. No comment

previous page
TORIEL ROCK SNAIL.jpg
Temmie Chang

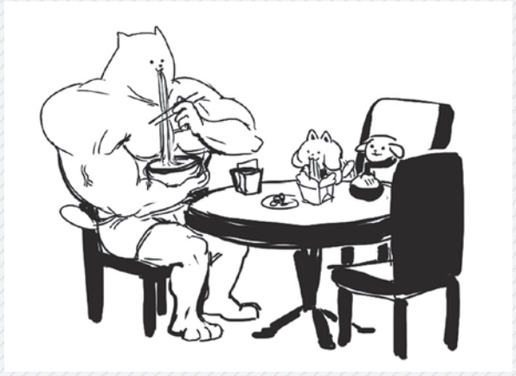
alarmclock2.jpg
Temmie Chang

TY.jpg
Temmie Chang


SANS!! LOOK AT THIS!!
WOW
thats a lot of cash
CASH!? WHAT ARE YOU TALKING ABOUT!?
THIS IS SOMETHING FAR GREATER!!!!!!!!!!!!!!!!
The amount available for Papyrus' reward tier has been raised from one to two.

NEW REVISE.jpg
Temmie Chang

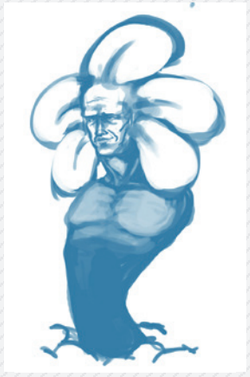
KICKSTARTERFIX1.png
Temmie Chang
This image was drawn right after the DEMO...
Isn't that bizarre to think about?



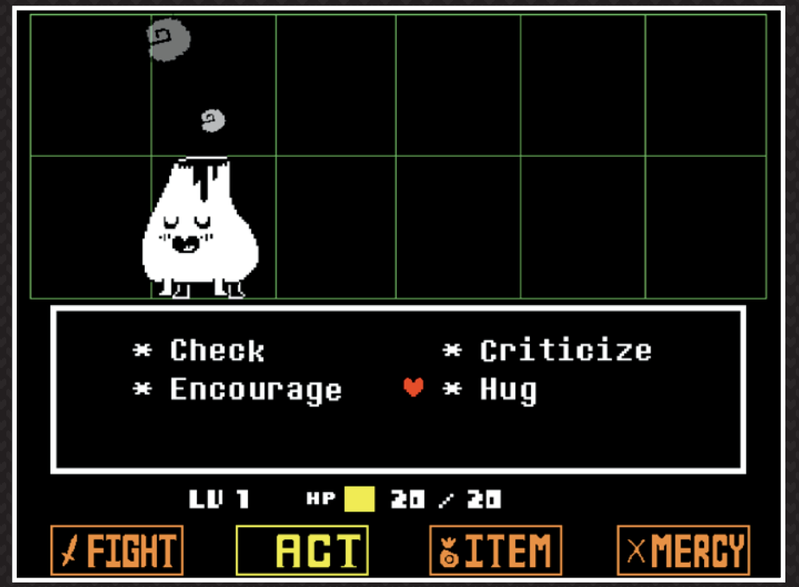
KSUPDATE.jpg
Temmie Chang

CHOS(1).jpg
Temmie Chang

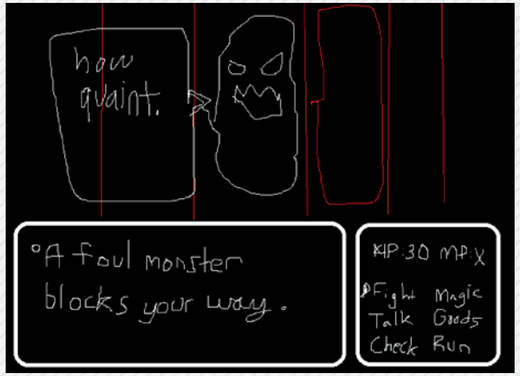
THATISALL.jpg
Temmie Chang



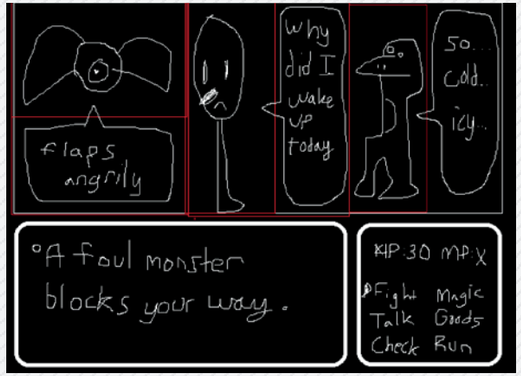
ummmm.jpg
Temmie Chang


* Check
* Criticize
* Encourage
* Hug
LV 1
HP
20 / 20
FIGHT
ACT
ITEM
MERCY

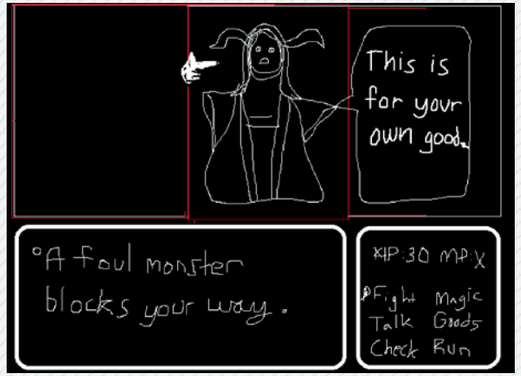
UI



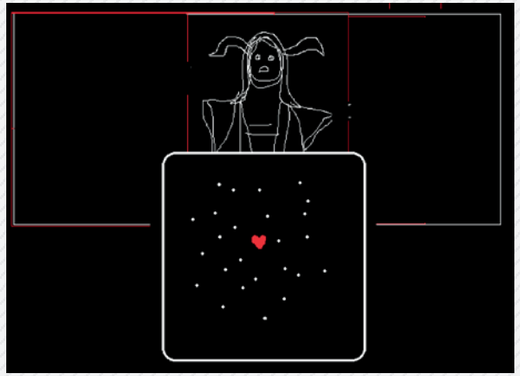
battlemockup1.png
Toby Fox
First drawings of the battle system concept.



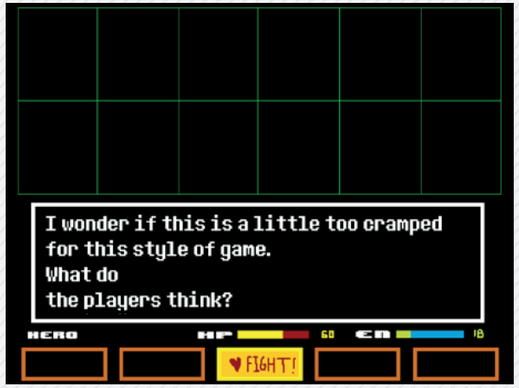
battlemockup2.png
Toby Fox



battlemockup3.png
Toby Fox
There's Toriel. I think? I thought she was humanoid at this point.

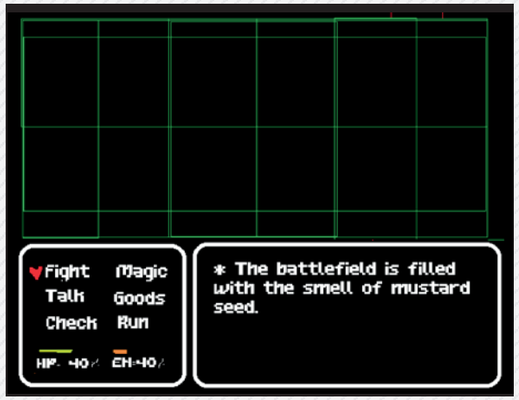


battlemockup4.png
Toby Fox

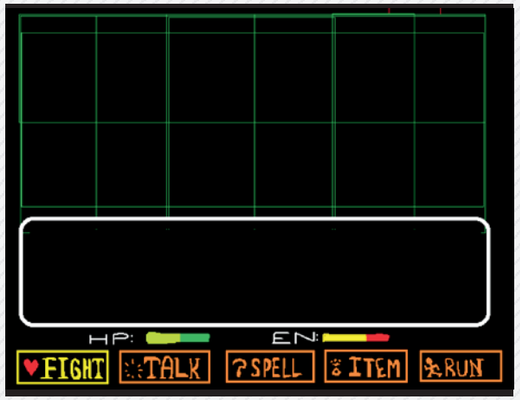


battleBG3.png
Toby Fox
Trying to figure out the battle system's proportions.

battleparts.png
Toby Fox
Parts.



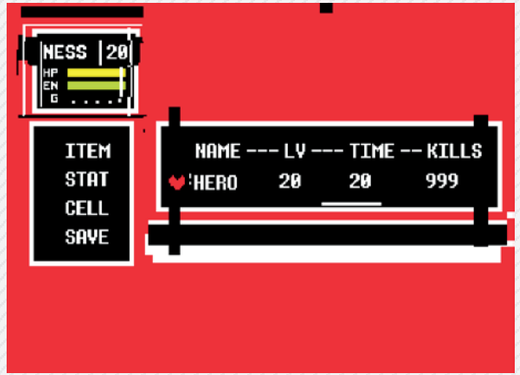
battlemockuptemplate.png
Toby Fox



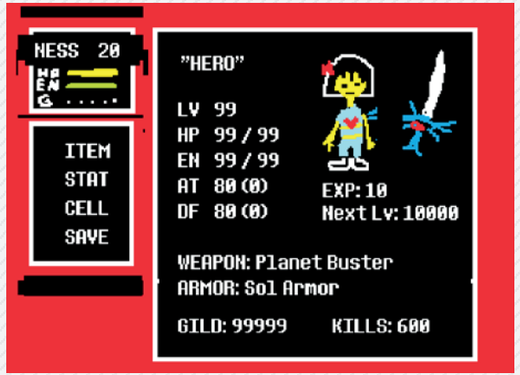
battlemockuptemplate2.png
Toby Fox

menumockup1items.png
Toby Fox
Items.

menumockup1cell.png
Toby Fox
Originally you were going to be able to call everyone. Also the Cell Phone was going to be its own character, and your friend. But I quickly realized that was a really bad idea.

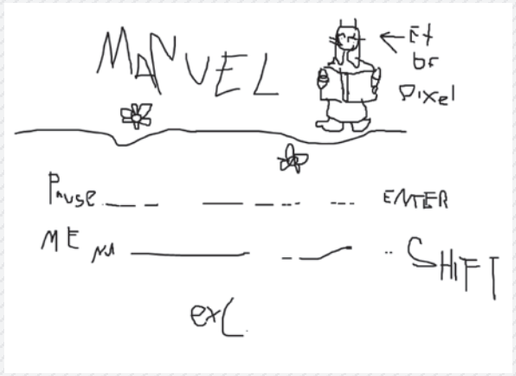


menumockup1save.png
Toby Fox
I wonder if anyone likes EarthBound



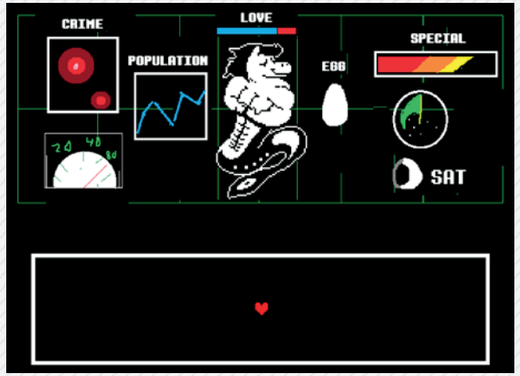
menumockup1status.png
Toby Fox
I wonder if anyone likes Brandish

LOAD SCREEN.png
Temmie Chang
Temmie thought the load screen looked bad so she drew a new one. But I like it looking bad. So I never added this.



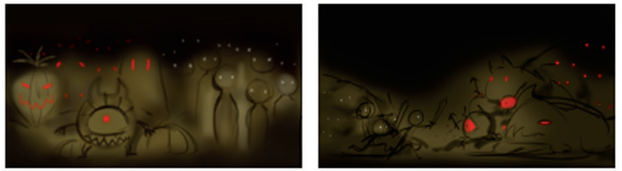
temmie.....png
Temmie Chang
Temmie's mockup of the instruction manual. With, like, a trackpad. Uhhhhhhhhhhhhh

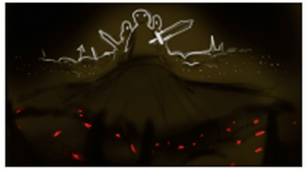
faceplatething.png
Toby Fox
First time getting the faceplates to work. God forgive me.

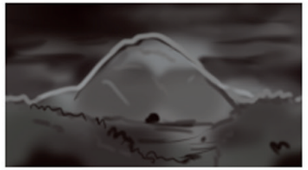
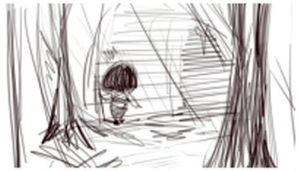
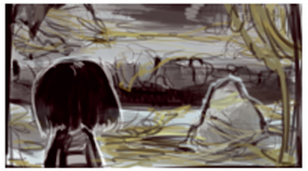
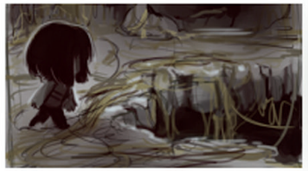


datingsimmockup.png
Toby Fox
Mockup of dating sim part. Aaron's just there for proportions. Don't worry.

Cutscenes



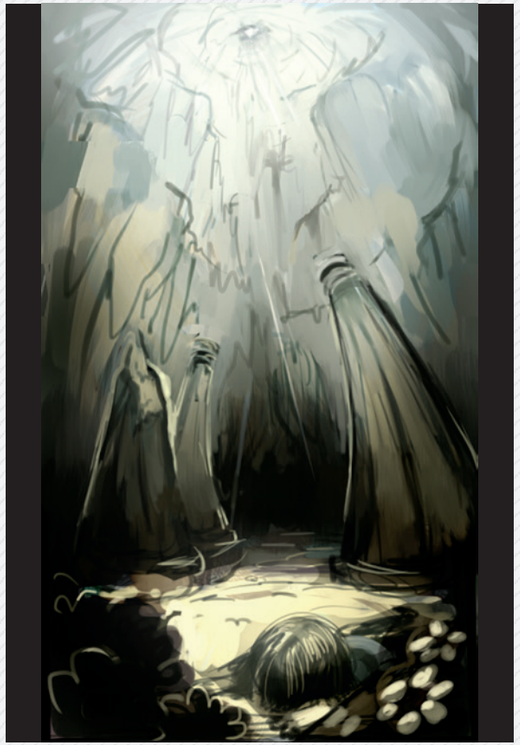
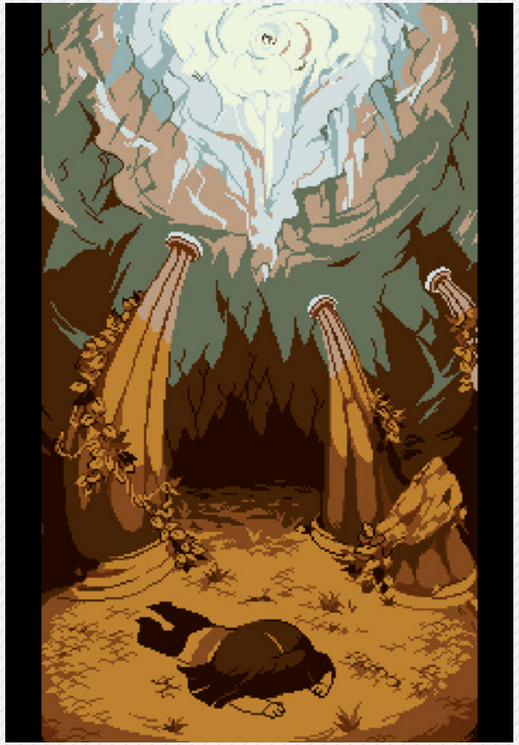


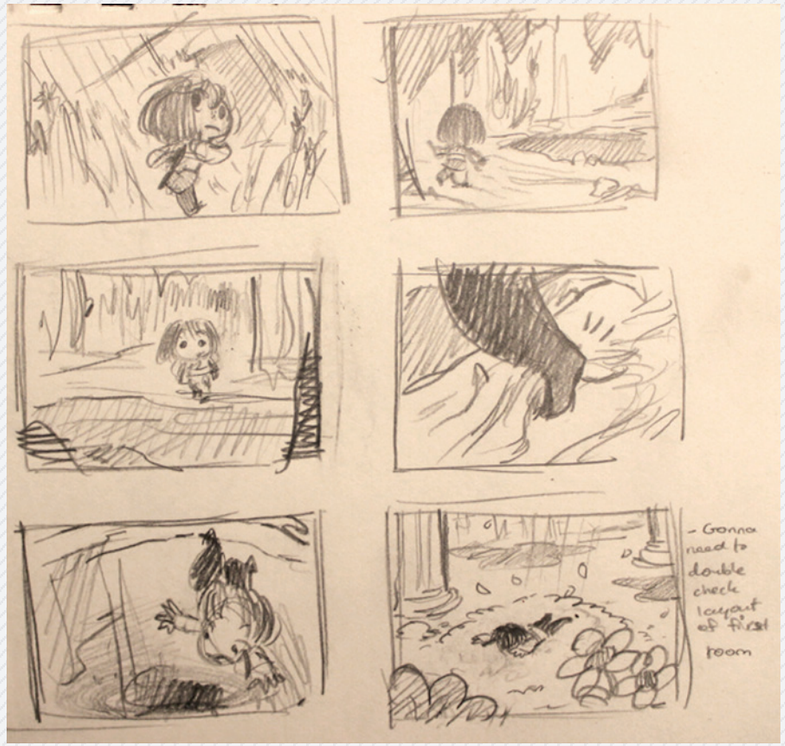





left
TOGETH.png
Temmie Chang

opposite page, left
thumb4nolinever.jpg
Temmie Chang

opposite page, right
PANUP_BLACKBG_ PLACEMENT.png
Temmie Chang



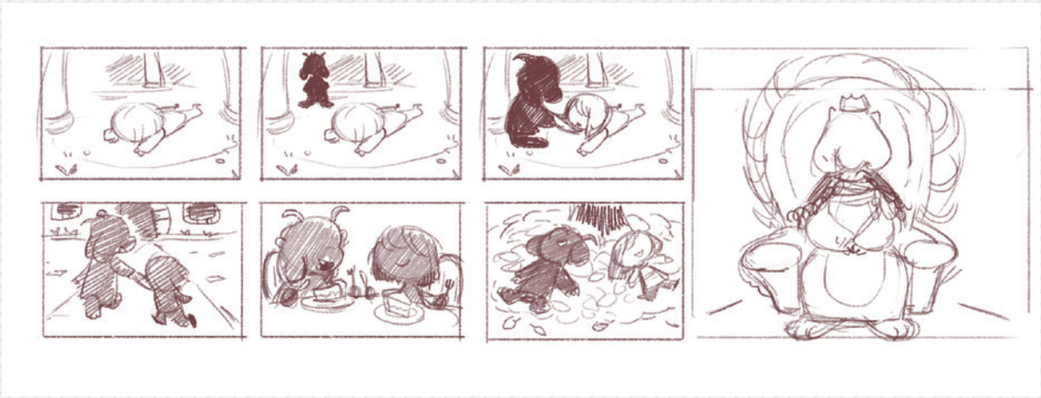
quicks.jpg
Temmie Chang
Temmie's original sketches of the intro.

This is another comment added in the PDF edition of the book.

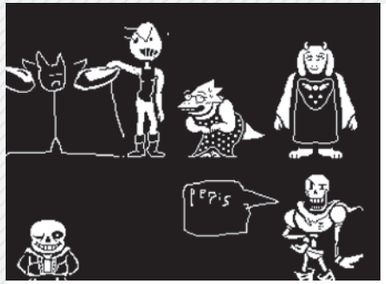
I remember... When I first asked Temmie to draw the intro panels, we thought she was illustrating the main character of the game.

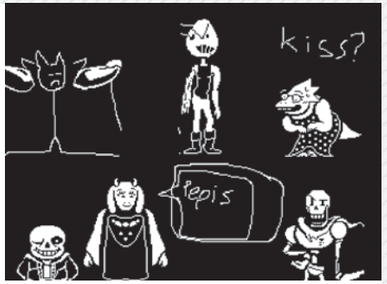
However... She accidentally only drew one stripe on the shirt instead of two.

Actually, I didn't even realize this until after I had already began to plan certain things, but it's really wonderful when a mistake can turn into an asset.



Sketch_Asriel_Concept.jpg
Temmie Chang
Temmie's original storyboards of Asriel's sequence. I ended up coming up with a new idea though.

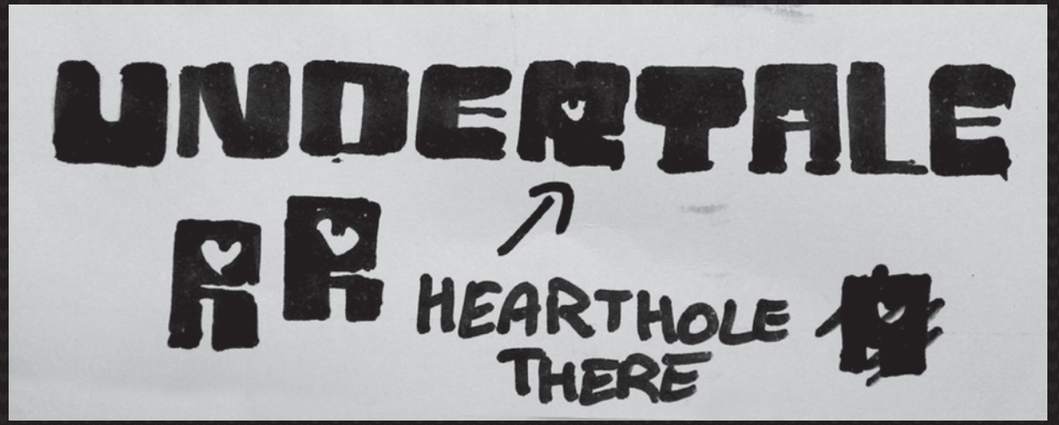




scene#
Toby Fox
The pre-Asriel cutscene was so complicated I had to block it out beforehand.

Uhhhhhhhhhhhhh.... yeah.

spr_asrielpanels_strip5.png
Temmie Chang



Conclusion

Credits

Thanks to the artists who contributed to the book.

Temmie Chang
Clairvoire
Michelle Czajkowski
Leigh Davis
Drak
Gigi D.G.
easynam
Everdraed
Toby Fox
Guzusuru
Kenju
Betty Kwong
Linnet
Magnolia Porter
Merrigo
Chelsea Saunders

And thanks to the folks at Fangamer for putting it all together.

Amanda Johnson
Jon Kay
Tony Kuchar
Adil Mohyuddin
Laura MW
Jenna Post
Audrey Waner

And thanks to the Kickstarter backers, for ensuring this book became reality.

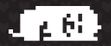
And thanks to you, for reading this book.

And thanks to me, for writing this book.

And thanks to the mailperson, for delivering this book.

And thanks to the mailperson's friends and family, for supporting them during their delivery of this book.

And thanks to the mice and bugs that are reading this. It must have been really difficult to read something several times larger than yourself. Sorry about that.



The end.

Wow, a true scourer huh? But did you find the REAL annoying dog?? He’s the one with the telltale wink and grin. Good luck!!